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GENESIS • SNES • NES • TURBODUO • CDs • NEO•GEO • GAME BOY • GAME GEAR • LYNX

GAMEPRO

#1 VIDEO GAME MAGAZINE

Two Cool!

Sonic The Hedgehog™ 2

New for Your Genesis!

FREE Pull-Out Section!

Street Fighter II™

SNES Strategy Guide!

32 Pgs BIG!

SNES CD!

The SNES CD Goes 32-Bit! See Pg. 18

Pro Reviews

Genesis–Dolphin • Teenage Mutant Ninja Turtles • NHLPA '93 Hockey

NES–Dragon Warrior IV • Mega Man V

SNES–Super Star Wars • Road Runner's Death Valley Rally • Spider-Man and the X-Men

TurboDuo–Air Zonk

Loom (CD) • Plus More!

Sega CD Games!

Batman Returns • Sewer Shark & More! Wonder Dog •

An IDG Communications Publication

November 1992

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11

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Electronic Gaming Monthly

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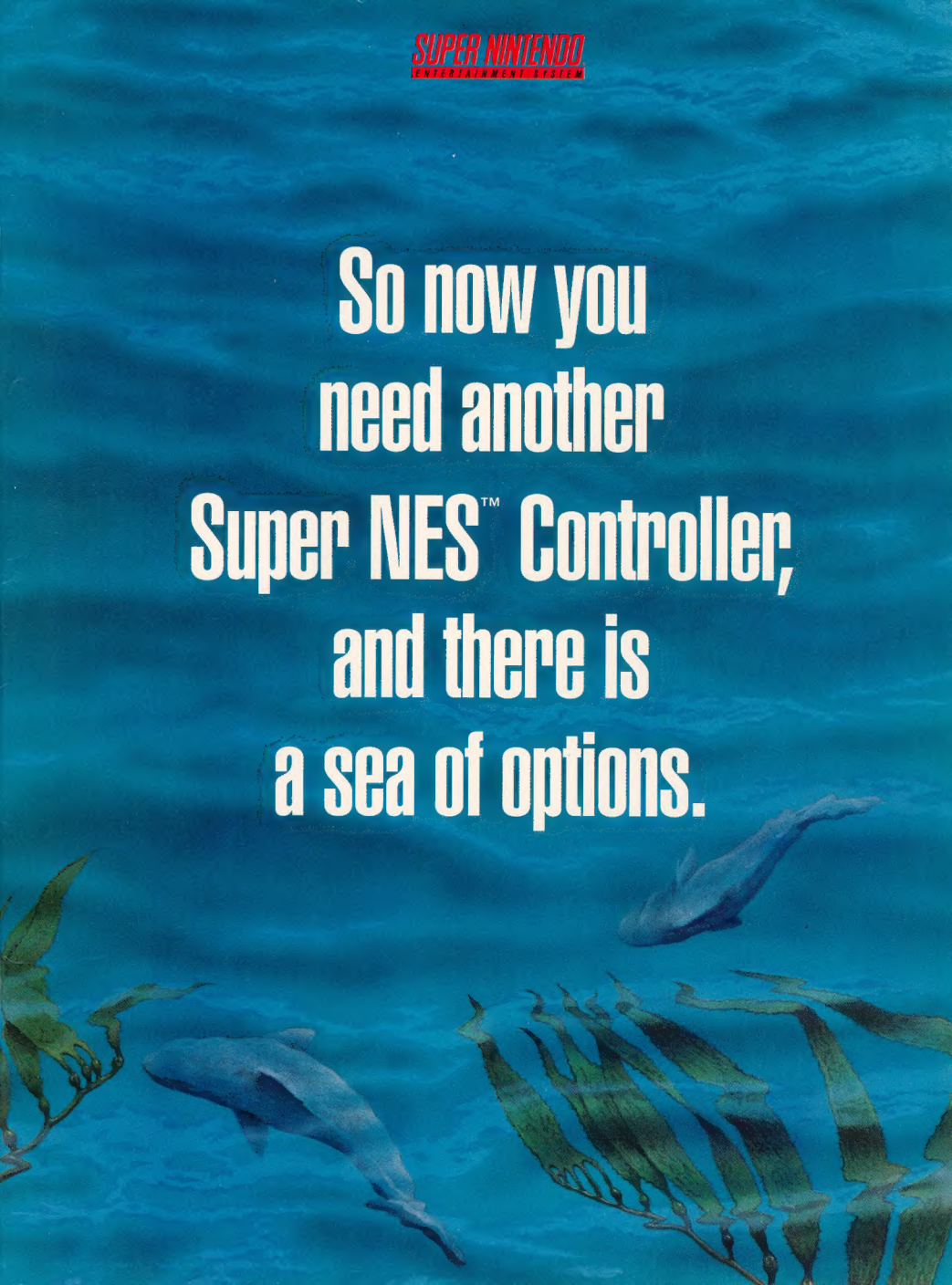

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Game Player's Magazine '91
Strategy Game Of the Year!
GamePro Magazine '91

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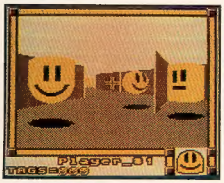

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Team up or play one-on-one in the Arena.

Face evil Smiloids in CyberZone's endless mazes.

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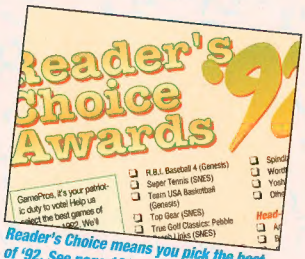
Reader's Choice Awards '92
GamePros, it's your patriotic duty to vote! Help us select the best games of 1992. We'll
R.B.I. Baseball 4 (Genesis)
Super Tennis (SNES)
Team USA Basketball (Genesis)
Top Gear (SNES)
True Golf Classics: Pebble Beach Links (SNES)

Reader's Choice means you pick the best of '92. See page 166.

Special Feature: Street Fighter II SNES Strategy Guide
Part 3: Ryu, E. Honda, and Sagat make their moves.

Check out our super strategy guide for Street Fighter II for the SNES, beginning on page 81.

Ryu
Vital Statistics
Date of Birth: July 21, 1964
Height: 5 Ft. 10 In.
Weight: 150 lbs.
Blood Type: O
Home Land: Japan
Martial Arts: Shotokan Karate
Likes: Competition
Dislikes: Spiders
Like Ken, Ryu studied to master the Shotokan martial art at an early age. Before entering the Street Fighter I tournaments, he and Ken fought together under the guidance of grand master Sheng Long. However, they parted ways after the last fight, and Ryu toured the world in search of worthy opponents. He was never truly challenged until now, the Street Fighter II epic event. Ryu has honed his Dragon Punch, Fireball, and Hurricane Kick to keep pace with the competition. He aspires to improve his technique beyond his friend and rival Ken's abilities.
Quote
"You must defeat my Dragon Punch to stand a chance!"
Key to Commands:
Standing
Standing Close
Backing
Jump Up
Roundhouse Kick
Short Kick

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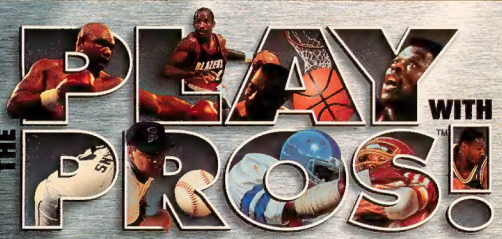

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The Brave, New Video Game World

By The GamePros

This year, the Atari Corporation quietly celebrates its 20th anniversary. We hope that unheralded bit of news reminds GamePros everywhere that it was Atari's arcade game, Pong, that started it all.

That simple, yet elegant, piece of hardware was little more than a glorified, monochrome TV set. But, its little bouncing ball and dual direction paddles planted a seed which grew into an entire industry and sent us all on the exciting path of video gaming. Where it leads, we know not where.

For you see, Pong led to Pac-Man, which eventually led to the NES, which led to the Genesis and the Super NES. Now, 16-bit gaming is the de facto standard by which we all punch our control pads.

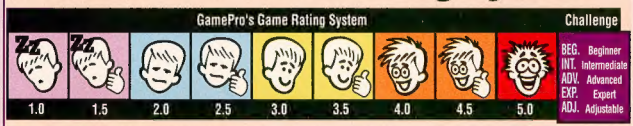
You don't have to look far to see the results of that evolution. Simply turn a few pages. Mega Man V and Dragon Warrior IV carry on the tradition of solid 8-bit gaming for the NES. Sonic The Hedgehog 2, Dolphin, and Out of this World are outrageous 16-bit Genesis representatives. Road Runners: Death Valley Ralley, Super Star Wars, and, of course, Street Fighter II are all state-of-the-art SNES games.

Now the video game world is poised on the brink of new discovery. The TTI TurboDuo CD and the Sega CD are about to make a disc-tinct impact on the way we play video games. As the Sega CD special feature in this issue illustrates, compact disc systems may well be a new video game standard waiting to happen. Check out the previews of compact disc games like Joe Montana's NFL Football, Wonder Dog, and Sewer Shark – all of which break new ground for games.

Not to be outdone, Nintendo has pushed the technology envelope further out without even showing a piece of hardware. Even before players have had the opportunity to experience the full impact of compact disc gaming, the Big N dropped the Big One. The new SFX cartridge format will likely add a new dimension to 16-bit graphics. See the ProNews Report for more info. But, don't forget to check out the SNES CD Report for a real eye-opener! Nintendo's said the magic words – "32-bit." The SNES CD-ROM system will use a 32-bit processor that will supposedly take game play where no system has gone before.

As we all know, the proof's in the playing. But, Nintendo's announcement forecasts an unbound future for video games. Before we sign off, a final word from the folks that brought you video gaming: Atari makes a splash in the ProNews Report by reporting that its semi-mysterious Jaguar video game unit is alive and growling. Guess what? It's reportedly a 32-bit system!

GamePro's Game Rating System



Graphics: Judges the overall artistic quality of sprites, animation, and background scenery. **Sound:** Critiques music and sound effects. **Control:** Rates how smoothly the control pad commands and the game's interface turn you on to the on-screen action and fun. **FunFactor:** Are you gonna have a good time? **Challenge:** This is the average skill level necessary to play the game. When you can pick skill levels, we label Challenge "Adjustable." **GamePro's Game Rating System:** 5.0=Outstanding! 4.0=Great job! 3.0=Good job! 2.0=O.K. but could be better. 1.0=Wake me up when it's over!

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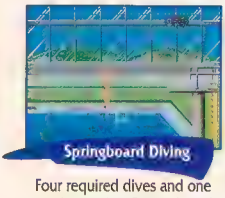
HE GOLD...

7 Olympic Games Events

Barcelona, 1992. It's the Olympic Summer Games, and your once in a lifetime chance to prove yourself in a world arena. You'll hear the crowd, feel the heat and experience the total rush of the ultimate competition. Break a world record. Smash an Olympic Games record. Or beat a friend. Here's the rundown:

Trajectory, speed, angle of descent, you get the idea. Don't you wish you paid attention in physics?

The farther you pull the bow, the harder to hold your aim steady.

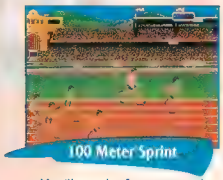


Four required dives and one you improvise. Scores based on difficulty, execution and entry into water.

The hardest event. Plant the pole and time your release to clear record heights.

Bang those turns but conserve your strength to sprint for the gold.

Timing your jumps is everything in this event.



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YEAH MAN, IF WE CAN'T STOP THESE SLUGSTERS FROM ASSEMBLING THAT SLIME MACHINE IN TIME THE WHOLE EARTH'S GOING TO BE A TOTAL SLIMORAMA!
MY CREATION IS ALMOST COMPLETE. WITH THIS MACHINE NOT EVEN THE GLOBAL GLADIATORS CAN STOP ME FROM SLIMING THE ENTIRE WORLD!
SLIME FACTORY
THERE IT IS, DUDE!
WATCH OUT!
GLADIATORS UNITE!!
YEAH!
AAAAH!
OUCH!
GOT IT!
WHOA DUDE, THAT WAS A LITTLE TOO CLOSE!
UH-OH!
TO BE CONTINUED...

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Breaking All the Hyrules

My name is Link and I live in the land of Hyrule. With regards to your Super Summer Giveaway, I am greatly displeased with the rules governing the contest. The rules state that the contest is only valid in the U.S.A. How can you do this? I call your Hot Tips Hot Line every week without fail. My phone bill is monstrous because the long-distance charges from Hyrule are outrageous. I feel that all countries and "worlds" should be included in your contests. My two brothers agree with me on this matter. Well, I've gotta go. My girlfriend, Zelda, is calling me. Thanks for hearing me out.

Link, Hyrule Castle, HY

(Well, "Link," it's certainly an honor to have a hero of your stature correspond with us. As for your suggestion, allowing readers outside of the U.S. may present some sticky legal issues, but we'll consider it for future contests. – Ed)

A 2-Bit Explanation

As the proud owner of a NES and a Super NES, I'm confused. Are all NES games 8-bit, and are all Super NES games 16-bit? While I'm asking, do bits have any relation to megs in your magazine?

Nelson Whipple, Berkeley, CA

(Good question, Nelson. First, the 8-bit and 16-bit ratings refer to your system's processing capability. An 8-bit machine can process eight bits of information in a specific time period, while a 16-bit machine can process twice as much in the same time period. There are other factors that effect the end result of what you see and play, like the graphics chip and other processing chips.

Secondly, "megs" is an abbreviation for megabits (1024 bits). We use it to describe the size of games. You may have heard computer buffs use "megs" to describe the storage capacity of their hard drives. In this case, they are referring to megabytes, a unit of storage that is eight times larger than a megabit. – Ed)

CD-Interchangeable?

In your July issue of GamePro, I read that the Super NES CD games will be able to play on the Phillips CD-Interactive System because of the games' use of something called the CD-ROM XA format that's licensed by Phillips. Because of this format, is it possible to play the CD-Interactive games on the Super NES CD System?

Michael Hrusecky, Emmaus, PA

(Wouldn't that be great, Michael? Well, it would also be unfortunate for the folks who shelled out mega-bucks for the Phillips CD-I System. The official word from Nintendo is that they are working towards this inter-operability. At present, however, Super NES CDs will be able to work on CD-I systems, but Phillips CDs may not work on your Super NES CD System. – Ed)

Sneeze-Knees

Is Nintendo ever going to come out with a converter that will allow SNES owners to play NES games on their SNESes?

Keith Hays, Killeen, TX

(Well, Keith, we've got some good news and some bad news for ya. First, the bad news: Nintendo hasn't and doesn't ever plan to develop such a converter. Now, the good news: The friendly folks at Innovation are fast at work developing just such a converter. Although they're not 100% sure that it's possible to create, it is quite probable that we may see this type of converter on the market in time for the '92 Holiday Season, or some time in 1993. Innovation may also revive the Game Action Replay for the Genesis, with similar products for both the SNES and the Game Boy. It looks like they've got our wish list covered . – Ed)

Double Your Pleasure

I own a Sega Master System and I might get a Super NES sometime soon. I want to know if you can hook them both up to one television set. If so, how do I do it?

Chris Babineaux, League City, TX

(Here's a cool trick for you, Chris. When you buy a game system, it comes with something called an RF Converter that allows you to hook your game up to your TV. First hook your game systems into their RF Converters. Then hook the output of one Converter into the input of a second. Finally, hook the output of the second RF into the TV. So, hypothetically, if you were to get a SNES, you'd be able to use both systems on the same TV. – Ed)

Sonic Beaum

Rumor has it that Street Fighter III is already on the streets in France. Is this true? I would like to see any information you might have on this, especially any pictures. Also, when can we expect it in America?

Gabe Hart, Newport, AZ

(Although it sounds sweet, Street Fighter III is nothing to write home from France about. In fact, it's actually the Champion Edition renamed for the European arcades. Rest assured that if a Street Fighter III ever does come out, we'll give it in-depth coverage. – Ed)

NESer, and Proud of It!

I'm writing in response to Mark Zelinka's letter in your July issue. I never had a video game system until last Christmas when my brother received an 8-bit NES. Now we own five games, plus the free one that came with the system. We play them often.

Just because our system has 8-bit graphics doesn't mean that the games aren't as fun. They are fun! As for beefing up the ProReview section for 16-bit systems, go for it. But, do the same for the 8-bit section.

Kevin Connell, Rockford, IL

So, Tell Us What You Think.

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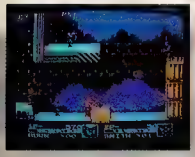

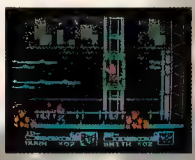

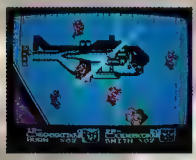

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CUTTING EDGE

Legend Quest

By the Whizz

Fantasy role-playing gamers can rightfully argue with virtual reality programmers that they've been adventuring in VR for years. But now, virtual reality fantasy role-playing games (FRPGs) are, well...a reality! Legend Quest by W Industries in Leiceister, England, is the first virtual reality FRPG ever. It's out "over there" on Spectrum Holobyte's Virtuality, their virtual reality arcade system (see The Cutting Edge, *GamePro*, March '92), and it may soon make its debut somewhere over here.

Legendary Beginnings

Legend Quest plunges you into the virtual fantasy world of Kehlda-Roth. You don Virtuality's Visette head-mounted display (HMD), grab the hand controller, and you're gone.

Your quest is to pursue Nar-Gadrin, the God of Chaos. Nar-Gadrin is hiding in the Dungeons of Kehlda-Roth, and he's protected himself by entering the bodies of 10 dreadful creatures. Before you can fight Nar's 10 forms, you must prove yourself worthy of the challenge by successfully negotiating a sort of screening dungeon called the "Test of Men."

Before you take on the "Test," you choose among three races: Human, Elf, or Dwarf. Then you can choose to become a Warrior, a Wizard, or a Thief.

So Real, It Hurts

Because the adventure takes place in a virtual world, the Legend Quest characters have virtually real characteristics. For example, if you're a wizened Wizard and you pick up an axe during a battle, you can use it. However, you won't score as many hit points as a buffed-up Warrior, because you're not as strong. Thieves have more of a searching eye than normal folks do, so they can "see" things that might otherwise be overlooked.

Moreover, you have to do more than press buttons and toggle a joystick to make things happen. You carry weapons on various points on your body. When you want to use them, you have to reach around to grab them.

The Key to Success

If this adventure sounds massive, you're right! W Industries figures it should take an ace FRPG gamer at least five hours to complete Legend Quest. That's a lot of quarters! At least at the arcade you can purchase a Membership Key, which enables you to save your progress (or lack thereof). The Key contains a microchip that stores your character's position, your Spellbook Scrolls (if you're a Wizard), your experience, and any remaining credits. An Amiga computer stores the info in a proprietary database manager.

Players can return to a game at any time. They can team up with friends in groups of up to four. Eventually, W Industries plans to enable up to eight adventurers to team up in one game. If you start out solo, you can still link up with another player.

You Walk, It Talks

For an added bit of realism, arcade operators can add the Vocalizer to their Virtuality systems. This is a sound effect processing system that produces all the audio characteristics of the virtual world. Visettes come equipped with microphones and earphones. For example, if you come across a closed door, you can hear people talking behind it. As in real life, they sound like a murmur until you open the door.

The Vocalizer also endows each character with a unique voice. Moreover, the voices will be unique from system-to-system and arcade-to-arcade!

Legends in the Making

Legend Quest materialized this year in Nottingham and Birmingham, England. Keep an eye open for the game on a Virtuality System near you. Looks like virtual reality is about to become the stuff of legends.

For more info about Legend Quest, contact W Industries (011-44-533-542-127, yup, it's a long distance call).

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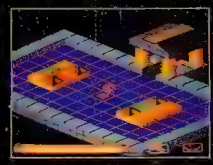

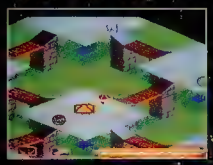

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HOT AT THE ARCADES

By Hack 'n Slash

This issue's Hot at the Arcades is entirely devoted to the baddest new fighting game to hit the arcades since Street Fighter II. Mortal Kombat's loaded with state-of-the-art graphics, sound effects, and innovative fight moves. Chun Li and the gang best keep an eye out for this formidable contender.

Mortal Kombat (Midway)

The latest addition to the booming fighting-game genre is Mortal Kombat by Midway, maker of recent arcade hits Smash TV and Terminator 2. Mortal Kombat takes the standard martial arts combat scenario and cranks it up several notches with awesome digitized graphics and sound, gruesome action, mesmerizing characters, and scores of unique attacks, combos, and secret moves.

Eye-popping, digitized graphics of real-life and costumed martial arts masters; fully rendered, multidimensional backgrounds; an ear-splitting, heavy-metal soundtrack; and a wealth of digitized voices and sound effects lend a stunning sense of realism to the on-screen action. The fluidly animated characters are extremely responsive to player controls as they execute a variety of bone-crushing, blood-spurting attacks. Please note: if you're squeamish or have a faint heart, this game features some of the goriest violence ever to flicker across an arcade screen. High damage blows yield copious amounts of your opponent's blood. One player's secret move rips an opponent's head right off its body – spinal column and all!

One-or two-players choose between seven Kombat warriors: Johnny Cage – Hollywood martial arts star; Kano – mercenary thief; Raiden – mythical thunder god; Liu Kang – Shaolin warrior; Scorpion – ninja warrior; Sub Zero – ninja assasin; and Sonya Blade – U.S. Special Forces soldier. Every character has unique attacks and defenses, throws a projectile, and has a secret death blow.

An eight-direction joystick, plus five buttons control every move, including Blocks and High and Low Punches and Kicks. Game play features best two-out-of-three matches. In two-player games, the winner stays while the loser pays to play again. Single-player games pit you against all the other combatants. For the ultimate challenge, defeat them all and take on both Goro, the four-armed man-dragon, and Shang Tsung, the evil wizard. Rapid button punching is a must for "Test Your Might" intermissions, where you smash various objects for bonus points.

Mortal Kombat is taking arcades by storm, commanding lines even larger than those for Street Fighter II. With its beautiful graphics and gut-wrenching game play, Mortal Kombat is clearly making a bid to be THE fight game champ. Check it out to see if you think it's worthy of the title.

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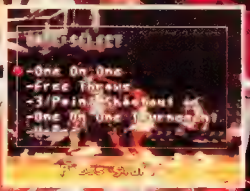

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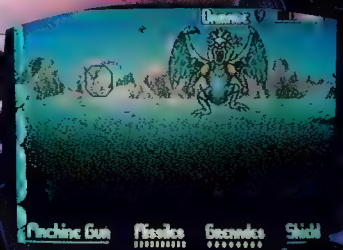

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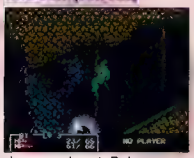
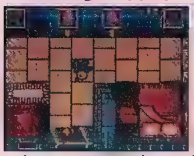
Fantasy Gaming Special Feature

Cadash (Genesis)



Yet another princess has been snatched. This time, the princess napper is the demon wizard, Balrog, number one citizen of the underground world. One or two fighters or mages can team up to rescue her highness by battling through five side-view stages of fantasy role-play. Along the way, you'll vanquish demons, earn booty, buy cool weapons, cast spells, and generally have such a good time that you might not want to bother with the princess at all! *(By Taito, available now)*

Daemonsgate (Lynx)



This RPG is filled to the brim with magic spells and mystical creatures. Barring an unforseen catastrophe, you've got to find the key to unlock the hidden treasures of the demon world. *(By Atari, available Winter '92)*

Defenders of Oasis (Game Gear)

The evil demon, Aliman, threatens to destroy your peaceful world of Oasis. As the hero, you have to become the leader of an expedition to slay the demon. This classic 4 meg one-player RPG features an overhead view of the fast-moving action. Save the palm trees, or go coconuts trying. *(By Sega, Available Winter '92)*

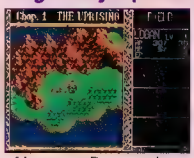
Dominus (SNES)

You're in command of a mighty army in a kingdom under siege. This game combines fantasy role-playing, action, and war strategy genres. It's up to you to make the decisions to avoid bloody massacres and mayhem. Build your army from the ground up and devise a strategy that'll save your kingdom from savage butchery by the enemy. Sounds like a great way to relax! *(By Asciiware, available November)*

Dracula (Lynx)

New graphic techniques for the Lynx allow you, Jonathan Harker, to walk 360 degrees in search of clues that'll help you fly the coop of Castle Dracula. Beware! That blood sucking Prince of Darkness is all vamped up with nowhere to go. *(By Atari, available Winter '92)*

Dragon Slayer (Turbo SuperCD)



As Prince Logan, you have waited for 10 long years to claim your rightful place as King of Isrenasa. But now that you're of age to rule, it isn't going to be easy. You'll have to use all of your spells, armor, and weapons to make it through this adventure and claim your throne. *(By TTI, available Fall '92)*

Dungeon Master (SNES)

The PC version won many awards, and the SNES translation promises to take advantage of the hardware's almost magical sound and graphics capabilities. In this RPG, you play four champions on a quest to defeat the dark Lord of Chaos. *(By JVC, Winter '93)*

Eye of the Beholder (SNES, Genesis, Lynx)

This PC Screen should whet your adventurer's appetite.

Based on the PC game of the same name, this adventure is set in TSR's popular role-playing game world, Forgotten Realms. Your party must search beneath the city to uncover clues that will lead you to a criminal mastermind. Find your way past monsters while solving puzzles and negotiating with the various inhabitants of the underground area of Waterdeep. *(Lynx version by Atari, others by SSI, available '93)*

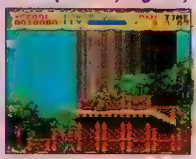
Fables & Fiends: The Legend of Kyrandia (SNES)

If you loved the Eye of the Beholder series, you might want to keep one (eye, that is) on Virgin's new Fables & Fiends series. Developed by Westwood Studios (creators of Eye of the Beholder), The Legend of Kyrandia is the first in a series of role-playing adventures. Join Brandon as he searches for Malcolm, happy court jester turned evil villain. To stop this evil clown-prince, Malcolm must master four disciplines and survive 25 quests. And that's no joke! *(By Virgin Games, available April '93)*

The Guardians: Storm Over Doria (Lynx)

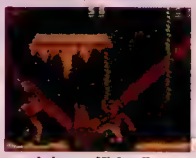
At last, a kidnapped Prince! You and up to three com-lynxed friends must rescue him by becoming the legendary roving heroes called the Guardians. Journey across the Land of Doria and through its dungeons in this 2 meg traditional role-playing adventure with a 3/4 view perspective. *(By Telegames, available December)*

Hook (Genesis, Sega CD, Game Gear)


Hook will soon sail from this SNES version into a sea of other game systems!

You can fly, you can fly, you can fly. You don't even need any pixie dust, but a happy thought wouldn't hurt. These titles are based on last year's movie, Hook, and feature action/adventure game play that'll ensure you never want to grow up. Join Hook, Pan, Tink, the Lost Boys, and the rest of the gang in a magical romp through Neverland. *(By Sony Imagesoft, available '93)*

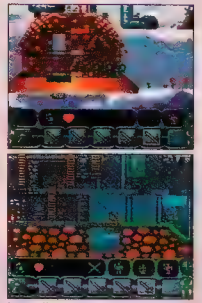
Indiana Jones and the Last Crusade (Genesis, Game Gear)


Indy goes Mini on the Game Gear.

Whip into action with this role-playing adventure based on the movie of the same name. Indy's father is imprisoned by the Nazis, who're after the Holy Grail. Search the Caves of Utah, the Catacombs of Venice, the Castle Brunwald, and more in search of the different treasures you'll need to thwart the Nazis evil plot. *(By US Gold, Game Gear version available October, Genesis version available November)*

Indy joins the circus on the Genesis.

King Arthur's World (SNES)



In this Lemmings-esque romp through a medieval fantasy world, action and strategy are combined to create 30 levels of fun. Overcome obstacles, including cauldrons of boiling oil, castle ramparts, pits of spikes, and trap doors. Choose between seven different troop types to forge ahead and defeat enemies. *(By Jaleco, available Winter '93)*

King's Quest V (Sega CD)

In this courtly adventure, an evil wizard seeks revenge by magically uprooting your castle and transporting it and your family to a faraway place. You've got to search the deserts and the icy mountains to find your missing family and defeat the wizard. *(By Sierra On-Line, available '93)*

Knight Quest (Game Boy)

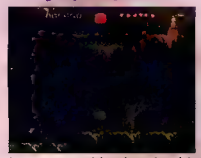
Wanted: eager young gamer. Must be ready to learn the how's and why's of becoming a good knight. No experience necessary. Game will teach you the four necessary attacks, and experience will teach you the rest! Wise elders and other experts available for consultation. Vicious clashes with evil foes are a regular part of the job. Only the brave need apply! *(By Taito, available now)*

Continued p.24

Special Feature

Continued from p.23

Musya (SNES)

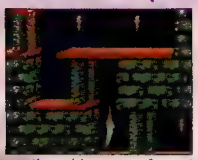


In ancient Japan, feudal wars ravaged the landscape. You play a wounded soldier who's been nursed back to health by a hidden Japanese village. In the name of honor, you must save the village from evil and rescue a young maiden. Japanese Film Noir-style graphics highlight this cart. *(By Seta, available December)*

Pirates Gold! (Genesis)

In this action/adventure, you become a swashbuckling pirate and lead a bloodthirsty crew in search of fame and fortune on the Spanish Main. This game is based on the award-winning game Pirate!, one of the most popular computer games of all time. *(By MicroProse, available '93)*

Prince of Persia (Game Gear)

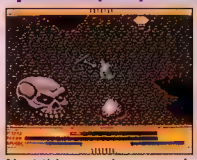


Everyone's favorite Prince is ready to make all of his gorgeously animated moves on yet another video game format. The name of the game's the same, and so's the plot. In search of his Princess, the Prince must escape from a dungeon in the depths of a castle's dungeon and work his way through myriad mysterious and dangerous palace passages. *(By Tengen/Domark, available November)*

The Secret of Monkey Island (Sega CD)

Yo-Ho-Ho, Matey! This RPG offers real-time interaction with your character's environment. Utilizing the award-winning SCUM interface, you get clues that lead to hidden treasures. Uncovering the pirates' secrets and meeting the local personalities is more fun than a barrel of monkeys. *(By JVC, available '93)*

SpellCraft (SNES)

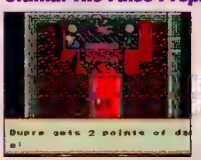


What a day! For some unknown reason, you find yourself drawn to Stonehenge. Next thing you know, you're catapulted into the middle of a massive war between jealous warring Wizards in their Magical World. In this role-playing adventure, there's nothing to do except learn enough magic to save both the Magical and Modern worlds from catastrophe. Experiment with over 56 ingredients to create over 100 different spells. Psst...be careful! The wrong spell could mean an instant trip to the Death Domain...for you! *(By Asciiware, available Spring '93)*

Sword of Hope II (Game Boy)

Five years after the Sword of Hope vanquished and sealed off the Dragon of Darkness, the Kingdom of Riccar is once again in turmoil. As Prince Theo, you must seek out the evil force that has stolen the precious sword. A motley crew of new characters will join you in this RPG sequel. *(By Kemco, available Fall '92)*

Ultima: The False Prophet (SNES)



At last, fans of the ultimate role-playing series, Ultima, are gonna get an SNES fix! In this latest sequel based on the PC title, Lord British has been restored to his rightful place on the throne of Britannia, and the Underworld collapses. This spawns an invasion of nasty gargoyles who threaten Britannia's peace once again. In this massive quest, it's up to you to drive the gargoyles from the land and then figure out why the heck they were there in the first place. *(By FCI, available December)*

Ultima: Warriors of Destiny (NES)

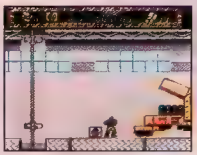
Return to Britannia in this third NES Ultima quest from FCI. As Avatar, hero of Britannia, you must search the treacherous Underworld for the missing Lord British. Along the way, you'll meet up with a few familiar faces – some you'll be glad to see and some you'd hoped never to see again. Based on the best-selling PC titles, the Ultima games are role-playing classics. *(By FCI, available November)*

Wolf Child (Genesis, Sega CD)

A hairy situation for the Sega CD.

As the son of a genetic scientist, you follow in your father's footsteps and become a walking experiment. As a part wolf/part man being, you must howl through many action-packed levels of side-scrolling fun. The Sega CD version will include incredible cinema sequences and enhanced game play. *(By JVC, Genesis version available Fall '92, CD version available Winter '93)*

Young Indiana Jones Chronicles (NES)



As Young Indy, you encounter Pancho Villa, survive the trench warfare of the first world war, fly with famous ace Billy Bishop, and attempt to destroy a German poison gas factory. Based on the television show of the same name, this cart will keep you tuned in. *(By Jaleco, available Winter '93)*

Special Feature

FANTASY GAMING

By Monty Haul

Sword & sorcery swashbucklers are familiar with the typical fantasy role-playing game (FRPG) scenarios, such as storming castles, slaying dragons, or rescuing beautiful damsels in distress. Dispel your heroic notions and prepare to concentrate on simply surviving, because TSR, Inc. and Strategic Simulations, Inc. (SSI) are teaming up to bring you Dark Sun, their hottest, harshest fantasy world gone video game from board game.

New Frontiers

With the original Dungeons & Dragons, Advanced Dungeons & Dragons (AD&D), and AD&D's 2nd Edition to its credit, TSR's an industry-leading publisher of pen and paper FRPGs. Many gaming worlds exist within the AD&D universe, including the heroic Dragonlance saga, the gothic horror Ravenloft realm, and the Spelljammer space fantasy setting. Each world contains its own adventure scenarios (called "modules"), maps, planets, and inhabitants.

TSR considers Dark Sun: Shattered Lands the greatest challenge role-gamers have ever faced. On the planet Athas, evil wizards (known as Defilers) suck energy from the plant life to forge magical spells. After thousands of years of mystic environmental abuse, the planet is a wind-swept desert devoid of organic material. Water is almost nonexistent, the deserts stretch for miles, and sandstorms scrape across the terrain. The only havens from the wastelands are oases controlled by powerful sorcerer-kings.

As the name implies, a burgundy-red star beats down on the world's inhabitants, driving temperatures to 150 degrees daily. This Dark Sun controls the evolution of Athas' living beings, and now all creatures great and small are endowed with mental powers called Psionics. Psionic abilities can be used to blast victims' brains and completely incapacitate them.

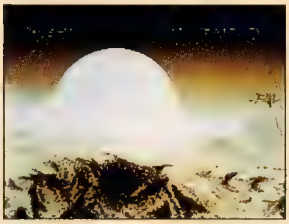
Now with its natural resources nearly depleted, the Dark Sun world's last chance of salvation lies with the Veiled Alliance. This rebellious group of magicians practices "safe sorcery" – spells which suck energy from their own bodies as opposed to snatching it from the planet.

TSR publishes the Dark Sun world boxed set for Advanced Dungeons & Dragons enthusiasts.

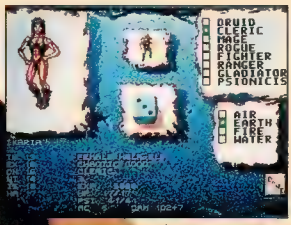
New Under the Dark Sun

As it converts the Dark Sun world for computer and video game screens, SSI seeks to replicate the feel and the high-level challenge of the pen and paper FRPG. The Super NES cartridge, which is scheduled for release in February '93, is based on an adventure packed-in the AD&D Dark Sun boxed set. You are thrust into action as a gladiator who's sentenced to fight for a local overlord's pleasure. You escape the arena only to wander into the unforgiving expanses of the desert. You must gather three companions for your crusade, amass an army of warriors, and topple the evil ruler.

SSI's quest is to develop Dark Sun: Shattered Lands for personal computers, the Super NES, and the Genesis.



The Dark Sun rises over a desolate canyon. (IBM PC version)



...aracter's race, profession, and ability ...re generated with a dice-rolling system ... AD&D's. (IBM PC version)

Continued on page 26.

Continued from page 25.

Like in the pen & paper FRPG, Dark Sun the video game will enable you to create and play as new races, such as the hulking insect-men mantis warriors known as the Thri-kreen. You can also create new professions, including Preservers (the antithesis of Defilers) and Psionicists. A bank of facial images enables you to select your character's portrait and on-screen icon.

Point, click, and kill combat. (SNES version)

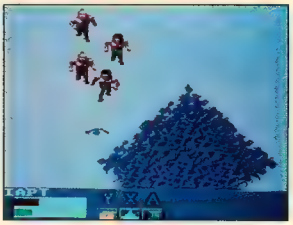
Dark Sun's combat merges a fast-action interface with actual AD&D rules. You control one of your four warriors and command the others with battle strategies, such as Run, Attack, or Defend. With a button-activated "rack" feature, you can cycle through physical strikes, magical spells, and Psionics. Similar to AD&D's dice-rolling and ability system, your chances for success are computed by your strength, speed, weapon power, and the opponent's defense rating, which combines with a random factor.

Wyvern attack! Cinematic interludes tell a grim story. (IBM PC version)

As you explore Athas, not all of your encounters will be hostile. You choose your words from several dialogue options. Well-phrased conversations are rewarded with clues and vital information. Full-screen, cinematic interludes advance the story line.

Harsh Game, Cool World

SSI has a dozen computerized AD&D games to its credit, and Dark Sun marks its first game system designed exclusively for 16-bit machines. The game's free-floating, overhead-view camera shifts and pans to follow your party's movements. You can even peek ahead at upcoming areas with a Wizard's Eye. The sands swirl with the wind, and rivers of lava and silt are animated to enhance the terrain. When you cast spells, graphic effects display the impact. Runic, color-coded icons represent your abilities on a status screen.



Survey the terrain with the Wizard's Eye. (SNES version)

The sounds and music should complement the visuals. A dramatic area song will fluctuate and change with the appearance of monsters. Sound effects signify attacks, spells, and creature-summoning.

Desert Storm

Drawn directly from an actual AD&D world, Dark Sun: Shattered Lands is first in a planned series of cartridge and CD-ROM adventures. It could be a video role-player's fantasy-comic-true. The SNES version's under development in SSI's forging fires, and a Genesis translation will follow in May, 1993. Keep your Wizard's Eye focused squarely on GamePro for a full review of the Super NES edition early next spring.

Dark Sun: Shattered Lands by SSI
Super NES available February '93;
Genesis available May '93;
Price unavailable, 12 megs

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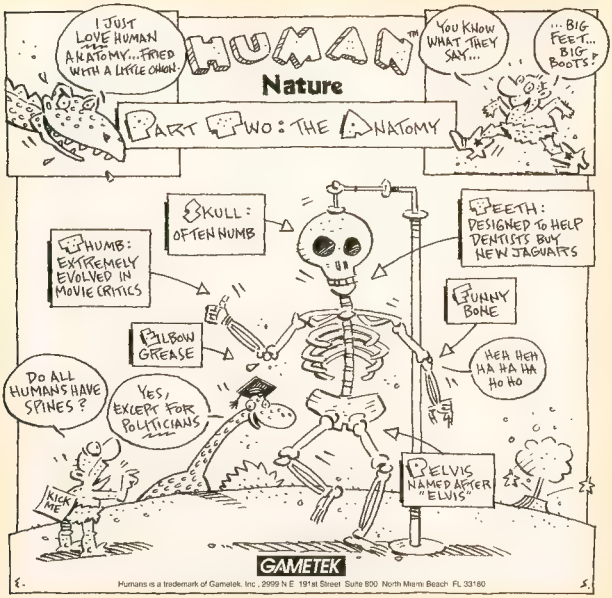
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A Dangerous Interview with: Gary Gygax

FANTASY GAMING

Gary Gygax's Dangerous Journeys heralded a new type of pen and paper RPG. Now, Dangerous Journeys is making a journey of its own – from board to several video game formats. Here's what the acknowledged father of fantasy role-playing games had to say about this, and other subjects.

GamePro: What is your history with fantasy role-playing Games?

Gary Gygax: *Prior to 1974, there were no role-playing games whatsoever. I founded the company and wrote the game which introduced the world to role-playing per se, and fantasy role-playing specifically. The company's name was Tactical Studies Rules, and the name of the game was Dungeons and Dragons. So, I began role-playing by beginning role-playing. I stayed with TSR, Inc. until early '86.*

GP: After you left TSR, what direction did you decide to take?

GG: *I really wanted to do nothing else, except be a writer and creator. So I began writing, and I've continued to do that ever since. For my first book during that time, I created* ***Dangerous Journeys****, a world that's the basis for a multi-genre role-playing game system.*

GP: What's a "multi-genre" role-playing game?

GG: *There are genre-specific games out there. For example, Dungeons and Dragons is specific to the Fantasy genre. D&D's rules are designed to enable participants to play in a fantasy milieu. The multi-genre game system has a core system of rules, which enable participants to play in virtually any genre. So, if you want to go into a Fantasy milieu, a Science Fiction milieu, or a Horror milieu, a multi-genre system, theoretically, presents all genres possible for gaming.*

The object of creating a multi-genre game like Dangerous Journeys is to provide fun role-playing every time. If you're not having fun, then there is no sense in playing it at all!

GP: What other projects are you working on?

GG: *For the Mythus genre, there's a series of novels released by Penguin Books called* ***The Anubis Murders****. Our game's publishing company, GDW, is also publishing a new magazine called* ***Journeys*** *that's dedicated to multidimensional role-playing. We are also planning to release a set of metal figurines.*

GP: What about the video games based on Dangerous Journeys that are in development?

GG: *We were originally approached by NEC to make a version of Dangerous Journeys for the TurboGrafx-16. As time progressed, JVC also became interested in publishing various electronic versions, including a Super NES version of the game and, most recently, EA announced their version for the IBM PC.*

GP: What has been your involvement with these games?

GG: *Unfortunately, I'm not able to actually sit down and program the games myself, but I have certainly had some creative input in these games. They are all based on my books and games for the Dangerous Journeys system. All of the games are based on a particular scenario within Mythus called Necropolis. I feel that I did a good job with Necropolis, but I don't like to tell an artist in another field how to do their work. As far as what needs to be stressed and included in the video game, I let the programmers decide what is best for their medium. The intro of the game presents a cartoon parody of me as a character called the Gate Keeper. It's absolutely hilarious.*

GP: When will these be released?

GG: *The IBM version will be out in January. The Super NES and the TurboGrafx-16 versions will probably be out in '93. From what I've seen, the art is absolutely incredible. If there were only more pixels, I think we might have another Rembrandt.*

GP: How much of the original Dangerous Journeys system is translated to the video game incarnations?

GG: *You can't have the whole milieu, but hopefully someday we'll be able to do that. From what I've seen, they've taken the most important rules and preserved them for the electronic versions of the game. Before all is said and done, there will definitely be at least one or two more video games based on Mythus.*

GP: What parts of the game have been preserved?

GG: *The most important aspect of the pen and paper game is that it's a role-playing game and not a tactical simulation, so the rules should be treated as an encyclopedia – for light reading. If you want to clear up a fact, you can consult the book. Another important aspect that's been preserved is that you'll be able to choose from a broad range of knowledge/skill areas to shape your characters. Lastly, the video game versions of Dangerous Journeys will allow players to make more choices than your average RPG and to create a more complete role-playing environment.*

GP: As research for your fantasy games, have you ever actually been in a sword fight?

GG: *I have fought with a bamboo sword. In fact, I have nasty varicose veins on my thigh from where I've been smitten more than once by a sword. It's a lot of fun, but don't let anyone tell you that wielding a five-pound sword isn't a lot of work. You definitely need to be an athlete to get out there in armor, carry a shield, and smite your opponent as hard as you can.*

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NINTENDO PRO REVIEW

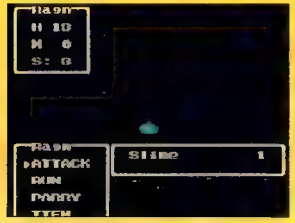
By Monty Haul

In Japan you can forget Street Fighter, Sonic, and Super Mario. Dragon Quest role-playing games are responsible for kids skipping school and breaking into stores just to get their hands on the latest DQ cart. A new law forbids Enix of Japan from selling Dragon Quest carts on any day but Sunday!

The role-playing craze hasn't reached full bloom Stateside, but the American versions (renamed Dragon Warriors I-III) are still among the chart-topping fantasy adventures 'round these parts. Enix's Dragon Warrior IV is a great, if predictable, sequel in the U.S. NES series. It has definitely taken a few lessons in self-improvement over its forebearers, but it also goes nowhere new in other areas.

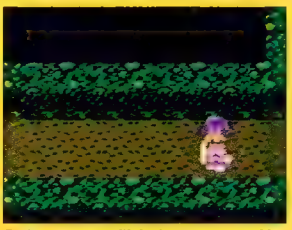
Formula IV?

Yes and no. Right off, you'll notice Dragon Warrior IV looks and sounds like its progenitors, which isn't saying much. The overhead-view graphics and character pix are functional, but blocky, blase, and balloony. The combat scenes are first-person perspective looks at still enemy shots against black, nondescript backgrounds. All in all, these are average visuals for an RPG. The upbeat, Romper Roomish music during the Walkabout mode, and the slightly scary battle songs are equally underwhelming. Some of the tracks are lifted directly from previous Dragon Warriors!



Look familiar?

On the game play side of the equation, there's better news. Like most good RPGs, the cart still emphasizes item-gathering, monster-stomping, and level-building. Now, the game also offers more complex character development and a deeper story line. Your four-person party can include yourself, people you meet, and even friendly monsters. You control some of the characters in the party. Other characters have minds of their own!



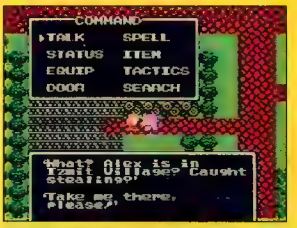
Party on – even with bad guys on your side.

New Chapters, Old Enemy

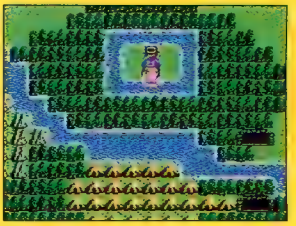
A unique, compelling aspect about DW IV's plot is the five-chapter breakdown. The first four chapters are individual tales of folks in peril. In each tale, you command a different cast of characters and solve a quest. In the meantime, the villainous Necro-saro boss monster is watching, waiting, and licking his many demonic teeth.

PROTIP: Ignore the voices you hear at the bottom of the well in Chapter 1. Instead, search everywhere to uncover 500 gold pieces. Find and talk to the slime creature and he'll join your team!

The Chapter stories are straightforward, but interesting. You must rescue kidnapped children in Chapter 1, guide a young Princess to freedom from an overbearing father in Chapter 2, bring fame and fortune to an Arms Merchant in Chapter 3, and avenge a loved father's death in Chapter 4. In Chapter 5, all of your characters assemble into one massive fighting force to slay the hated demon! Once you reach Chapter 5, you haul this massive ten-person team in a wagon and choose four of the active characters.



PROTIP: Talk to the kids in Izit. They know something about Alex. Then, return Alex's wife to him. In gratitude, he'll reveal the location of the "secret playground."



PROTIP: Only use the Flying Shoes while you're outdoors.

PROTIP: To escape, take a leap of faith off the top of Loch Tower.

Don't expect plot connections to the previous Dragon Warrior games. Newcomers can jump right in without hesitation, but old-timers might be disappointed that there's no continuity of story from one cart to the next. The game's challenging and quite long. Fortunately it's also battery backed.

PROTIP: Never, ever, press Reset while entering your name. You'll risk erasing a previous Log Entry.

Controlled Interfaced

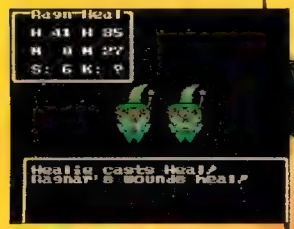
Interfacing with the game is less painful than a sword in the gut. In fact, it's quite easy. An options screen enables you to alter the game's message speed to suit your tastes. The dialogue, combat, and spell-casting systems move along without breakdowns. You can swap items among characters, rearrange the marching order, and equip weapons with minimal button presses.

DRAGON WARRIOR IV

FANTASY GAMING

Tactical Triumph

Combat's definitely not a joy to behold, and it's repeated over and over throughout the game. However, a great nonstandard feature found only in Chapter 5 is player-selectable battle tactics. You choose from six different strategies to arm your warriors. Here's where this game's Artificial Intelligence (AI) does its duty. Your team's AI automatically learns from its mistakes and remembers its lessons in the next round!



PROTIP: Don't waste Medical Herbs while Healie's on your team. He'll cast healing spells after major hits.

A Dragon Delight

It's no surprise to hard-core Dragon Warriors that number IV looks and sounds like lizard stew. On the plus side, the fairly exciting story line, new cast of characters, battle tactics feature, and massive length make it an excellent concoction for experienced NES role-gamers. Definitely digest Dragon Warrior IV and look forward to its forthcoming 16-bit sequel.

Dragon Warrior IV by Enix America

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	5.0	4.0	Advanced

$59-64 price range	Role-playing
4 megs	One Player
Available October	Battery backup

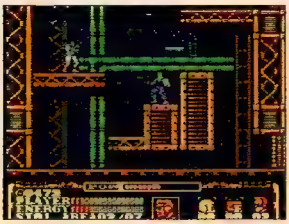
By Linoleum Blown Apart

It's Christmas Eve, 2200 A.D., and the Government isn't full of good cheer. So, they're going to pull Nova (our terminator-looking, Ninja motorcycle-riding, boomerang-throwing hero) from his candy cane dreams and send him back out on the streets in Taito's Power Blade 2. It's not much of a Christmas for Nova, but it is for NES players.

Mechanical Trouble

The Delta Force has created a cyborg army of powerful fighting 'bots. If the Government decides not to buy them, they're going to sell them to enemy countries.

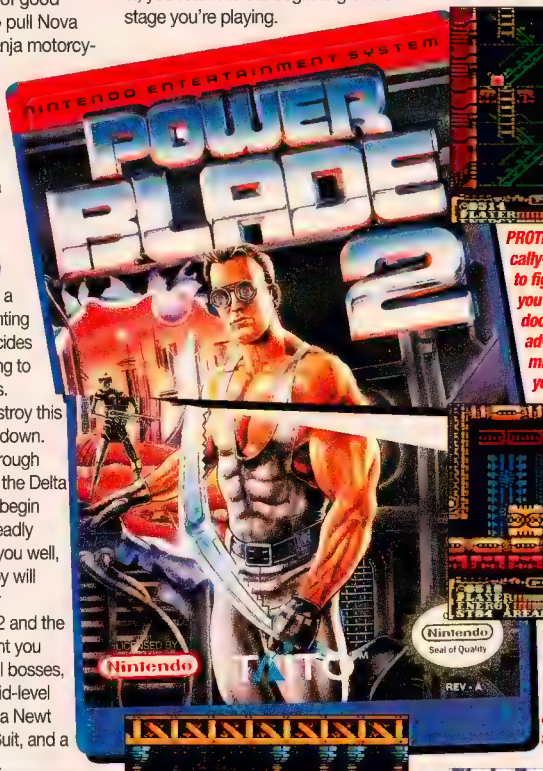
As Nova, you must destroy this robot army by slicing them down. Your 'bot hunt takes you through five side-scrolling stages in the Delta Force's Headquarters. You begin your mission armed with deadly boomerangs. These serve you well, but the enemies you destroy will cough up bigger and better weapons, like the Boomer 2 and the Multi 1. To get the armament you need to defeat the end level bosses, though, you must defeat mid-level bosses. They leave behind a Newt Suit, a Wet Suit, a Rocket Suit, and a Patriot Suit in just your size.

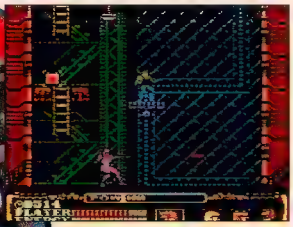


PROTIP: Watch for 'bot meanies with guns. They shoot a couple of rounds and then raise their guns, making them vulnerable to your Power Blades.

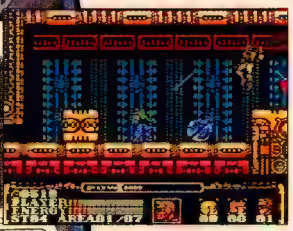
Nova Can

Luckily, you're not counting on just your straight aim and fancy attire to make it through the Delta Headquarters. You've also got three lives, unlimited continues, and passwords. When you die, however, you return to the beginning of the stage you're playing.

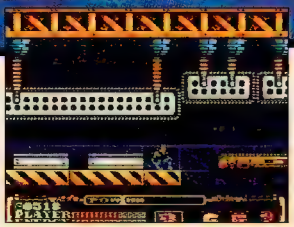




PROTIP: In Stage 3, ride the vertically-moving platform up. Don't try to fight, just take the hits. When you reach the top, jump right. The door will open, and you'll advance to the next level. You'll miss a few power-ups, but you'll only be a few hits down.



PROTIP: Don't waste your energy and power throwing boomerangs at this rolled up metal meanie. You can't damage him until he opens up and shows his scowling face.



PROTIP: In Stage 2, don't even think about jumping unless the moveable ceiling platforms are completely raised. You'll die every time.

Power Blade 2's run, jump, slide, and shoot action isn't ground-breaking. You've seen it before in other action/adventures, but that doesn't make it dull. An intermediate or even an advanced gamer will be challenged to make it to the secret Stage 5. Even though our hero is a small sprite, the graphics are 8-bit good with colorful backgrounds and great-looking mechanical menaces. The music, although unobtrusive, keeps you going.

Blade Runner

In a year of the underrated NES, Power Blade 2 makes us take another look. So, blow off the dust and power up with Power Blade 2.

Power Blade 2 by Taito

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.5	4.0	ADV. Advanced

Price unavailable	Action
3 megs	One Player
Available Now	Continues, Passwords

Street Challenge

By Riff-Raff

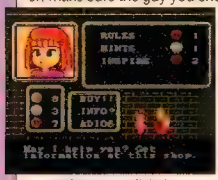
If this Olympic year has given you a mega-dose of competitive spirit, then put your track shoes on and bring a few weapons. In American Technos' Crash 'n' the Boys: Street Challenge, you compete against the tough kids on the Southside, and they don't play fair.

Be True to Your School

For years, the Southsiders have soundly beaten three snobbish high schools at all sporting events. Finally, the "hillers" got tired of losing and challenged them to a contest with no refs, no restrictions, and no rules.

PROTIP: You don't have to finish the race to win. If your opponent is low on energy, concentrate on kicking him and throwing hurdles at him. Eventually, he'll go down.

In this one- or two-player game, you can choose your team from one of four, and then choose the individual sportster you want to compete. As manager, make sure the guy you choose is built for the job. You control the athlete and must compete in either a short meet of three events or a full-scale, five-event competition. In the short meet, choose between the 400-M Hurtles, Hammer Throw Golf, Skyline Scramble, Judo, and Water Slaughter. In the long meet, you have to suffer (literally) through all five painstaking rounds.



PROTIP: It's definitely worth the money to purchase some extra "rebounds" at the mail to insure the Gold in Skyline Scramble.

Cash 'n' the Boys

If you are low on strength, you may have to trade in your medals to revive yourself. Before each event, our quincatholoners hit the shops to stock up on health, handy competitive items, items for the upcoming event, or info on the opposing team.

Scale to the heights of superheroes.

The Finish Line

Though playing against the computer is fairly challenging (without rapid fire), competing against a friend adds some "intense" rivalry to the game. Though the graphics are not spectacular, this game is fun. However, if you want to stay in the race, it's best to turn off the distracting music.

You may not be officially sponsored in these games, but you will gain some streets smarts. Step up to the challenge in Street Challenge.

Crash 'n' the Boys: Street Challenge by American Technos Inc.

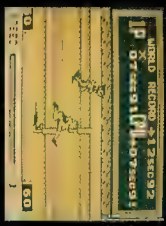
Graphics	Sound	Control	FunFactor	Challenge
3.0	2.0	2.5	3.0	INT. Intermediate

$44.95
2 Megs
Available October

Fight/Sports
4 Players

JOCK IN THE BOX

You've played the arcade and NES™ hits. Now it's Track & Field™ for Game Boy,® a grueling eleven event test of stamina and studliness. Compete against yourself in all the events, including Weight Lifting, Hammer Throw, Pole Vault, Triple Jump and more. Pit your physical feats against a friend's by using another Game Pak, Game Boy and Game Link.™ It's the most addictive athletic challenge ever put in a box.



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By The Unknown Gamer

Mega Man V?!! That's right, Capcom's sending the "man" out on a record-breaking seventh video game mission. The name of this game's almost the same, and Capcom's planning on sticking with their program for success. They promise the most challenging Mega Man adventure to date. Here's a preview.

Mega-nificent

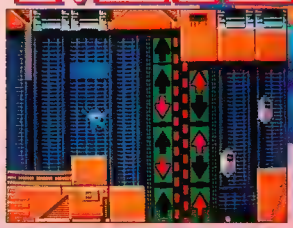
For those of you who've never seen Mega Man (and if not, just what solar system have you inhabited for the past five years?), Mega Man V's game play will be similar to his prior adventures. This means that there's plenty of vertically- and horizontally-scrolling, one-player action and adventure of the distinctly Mega Man variety. Everyone's favorite space guy has to run, jump, dodge, shoot, and strategize his way past a series of weird high-tech obstacles (and equally odd enemies) in search of his arch-nemesis, Doc Wily.

Yup, Doc Wily's back with an all-new sinister plot. Mega Man's got to defeat the Doc's latest army of sci-fi robots. It seems the good doctor's been working overtime and has invented an entire new generation of super robots, including Star Man, Charge Man, Gravity Man, and Crystal Man.

Each of the new 'bots will, of course, tote a unique trademark weapon. The weapons are Mega Man's for the taking, if he can short-circuit the super robots. Per usual, the challenge lies in deciphering the best order in which to take on the 'bots in order to snag the right weapon to use against the right mechanical menace.

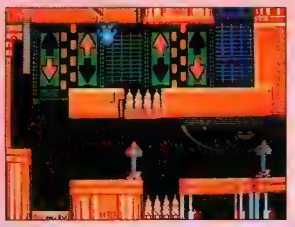
In a year when we're seeing fewer and fewer NES games, it's nice to see an old familiar face like Mega Man's. Long may he fire! Look for a full review of Mega Man V in an upcoming issue of GamePro.

Mega Man V by Capcom
Available Winter '92



Mega Man prepares to take a leap of faith.

The Megster prepares to make his move on one of Wily's crafty creations.



What goes up, must come down – except when Mega Man's conducting gravity experiments.

Although Mega Man prefers to keep his feet on the ground, he's perfectly capable of flying through the air with the greatest of ease.

SEGA GENESIS
16-BIT CARTRIDGE

KICK SOME BALLS

You're in total control of all the fast and furious soccer action you can handle with World Trophy Soccer. Play the ultimate championship game by yourself or with a friend as you pass, dribble, tackle and shoot your way through the qualifying rounds with national dream teams from all over the world. The only thing you can't control is the other team's ruthless players. As long as the ref's not looking, they'll try every underhanded strategy imaginable to win the Cup!

"Packed full of exciting game play, impressive graphics and intense soccer action, this great cart is sure to be a winner!" —MEGA PLAY

FEATURES:

- Adjustable difficulty levels and match lengths
- Complete directional control allows for perfectly-placed free kicks, goal kicks, corner kicks, throw-ins and penalty kicks.
- Fast, smooth, multi-directional scrolling.
- Ability to save your game after each round.
- Single or two player simultaneous action.

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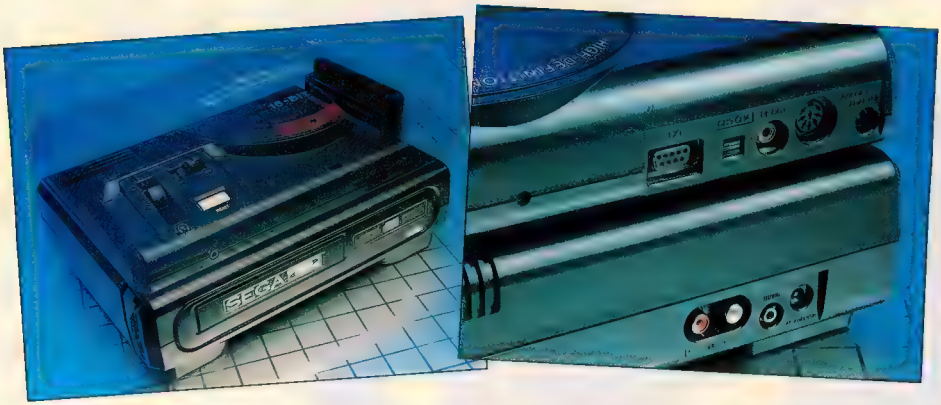
SEGA CD

MULTIMEDIA ENTERTAINMENT SYSTEM FOR GENESIS



THE SEGA CD: START THE REVOLUTION!

If you haven't seen a Sega CD in your local video game store, you will soon because...it's heeeeere! Sega's heavy-hitting compact disc game machine is set to open up a brand new style of gaming. The Sega CD package rings up at $299, and you get approximately $300 worth of software, too.

Under the Hood

The Sega CD packs an MC68000 processor, but this CPU runs at a speedy 12.5 MHz compared to its game system's 7.5 MHz. This virtually eliminates mid-game access blues (access time ranges from approximately .8 to 1.5 seconds), and the 6 megs (768K) of buffer RAM help considerably, too.

Nestled with the 68000 are two custom graphics chips, that enable the CD to simultaneously paint more color and sprites on-screen than the Genesis. It also produces scaling and rotation. The final noteworthy piece of silicon is 8K of backup RAM, which you'll be able to use to save game locations.

The laser drive is by Sony, and it's no baloney. In fact, it's equivalent to top end drives in standard audio CD units. Consequently, the sound quality will make the Sega CD suitable for double duty as a music machine. The unit plays music CDs in 3-inch and 5-inch formats and CD+G discs, too. To keep the tunes movin,' an 8-channel PCM sound generator supplements the Genesis Z80-driven sound processor.

Well-Connected Gaming

The CD unit piggybacks on top of the Genesis and connects to it through the port on the side of the game system. Connected, the two systems look like they've always been together. The CD requires its own AC adapter, which plugs into the back of the unit. You'll also find in the back left and right channel audio outlets that run CD music through your stereo and a plug to run them through earphones. All the video interfacing is handled by the Genesis's RF and A/V outs.

The front of the unit is spartan. There are no external controls. All play functions are handled via the on-screen display and the CD's operating system. Two lights – green for Play and red for Access – are the only external indicators that the unit's operating.

Control Your Own

Once you switch on the system, it immediately struts its stuff. The Sega CD logo spins into view to show off the machine's scaling and rotation capabilities.

Next, the system menu interface appears on-screen. You use the directional keys to move a cursor to the appropriate on-screen button and then press the control pad buttons to activate the function.

To continue to play later on, gamers will be able to save game locations on a special cartridge or in the 8K backup RAM. The cartridge will enable you to play a saved game on another Sega CD. However, there's no word yet as to when that RAM cart will be available in the U.S.

But Can It Play?

Okay, it's play time! Four CDs will come bundled with the unit – two music CDs and two CD games. The two music CDs are a CD+G (compact disc with graphics) and a regular music CD. At press time, Sega could only say that they've lined up some "major recording artists" for the endeavor.

Sega CD gamers will also get two bundled game CDs. Sherlock Holmes Consulting Detective is ICOM Simulations' electrifying sleuthing game, which made its debut on the TurboGrafx-16 CD (see GamePro, May '91). In three cases, you try to match your deductive sleuthing skills against Sherlock. The eye-catching graphics consist of video footage of live actors playing out the roles of Holmes, Watson, Lestrade, and a host of other characters.

The other game disc is a collector's CD containing five classic Sega cartridge games: Columns, Golden Axe, Revenge of Shinobi, Streets of Rage, and Super Monaco GP 1. They're all woven together with a nifty interface.

Sega Beyond CD

Even as the Sega CD ushers in a new era of video gaming for Sega gamers (and game developers), it harbors precursors of things to come. With the proper programming, Sega says the two separate 68000 processors can operate two independent programs simultaneously to produce a slick computer hardware trick called parallel processing. What this means to gamers is too far down the line to speculate about, but know that Sega has research in progress on parallel processing and games.

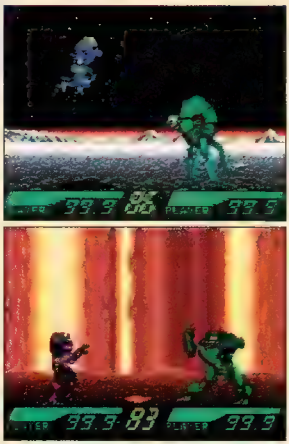
SEGA CD GAMES

If you shell out for the Sega CD, here's how you're going to begin to get your money's worth. Take a look at this diverse pack of CD games due out when the Sega CD arrives in your town.

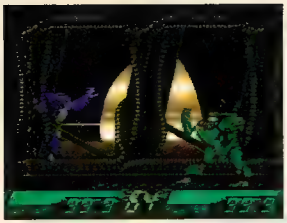
Batman Returns

Evil lurks everywhere, even in your Sega CD. So, switch on the Bat Signal, because Batman Returns is coming to CD. The CD will stick close to the movie's story line. You battle the Penguin, the Catwoman, the Red Triangle Circus Gang, and the Penguin Army across seven monsterous acts with 20 plus levels. The CD will blend three games into one. The arcade-style, side-view fighting sequences will pit you in a fierce hand-to-hand battle against the Catwoman and the Penguin. In between the kick-A fighting acts, you'll see vehicle shoot-em-ups featuring the Batmobile and the BatSki boat. You'll play these via a behind-the-Bat-vehicle view. However, be prepared to scope out the slick scaling graphics as they shoot past you. Batman Returns returns! (Did it ever really leave?)

Black Hole Assault



It's metal mania as you gear up for hard-hitting, robot-fighting action. Black Hole Assault features 10 stages of rabid robot-fu for one or two players. First, you fight eight different nuts and bolts



adversaries through two spaceships and the moonbase. Then, you blast off for fighting action across four planets (Venus, Mars, Jupiter, and Saturn), three moons, and an asteroid. You'll also have to keep a hard-wired eye out for field traps, such as magnetic storms on Mars, acid rain on Venus, and crushing gravity on Jupiter.

Joe Montana's NFL Football

Joe's back...on CD, at least. Now you can go all the way in one play with any of the 28 NFL teams. You get the real pro teams, the real stadiums, the real players, the real players' numbers, the real team colors, and the real team logos. You can play a single game, a full season, and play-offs for the Super Bowl. The players play according to their '91-'92 seasons stats. During your game, Joe Montana will tell you his winning tips in full-motion video with a digitized voice.

If you win the Super Bowl, your prize is an armchair quarterback's dream come true: you can play with or against some of the NFL's all-time great NFL teams! The game houses the '67-'68 Packers, the '69 Jets, the '72 Dolphins, the '78 Steelers, the '84 Niners (of course), and...well, you can finish the list.

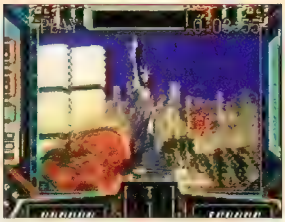
Night Trap

Vanishing co-eds...trap doors...hidden surveillance cameras...sounds like a wild party, but it isn't. It's a life or death struggle to keep eerie invaders from vamping a bevy of babe-ilicious co-eds who are trapped in the sinister Martins' place. But the real game is to uncover the power behind the goons.

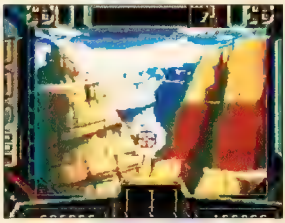
Night Trap comes packed on two CDs. You are a member of S.C.A.T. -- the Sega Control Attack Team. Using a voyeuristic third-person view, you try to

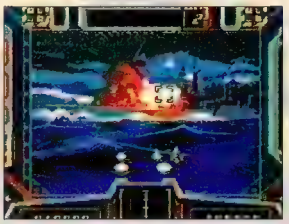
set traps to snare the sinister beings. Th game features 104 minutes of live actior and interactive video. All the nonstop action takes place simultaneously in eight rooms. You switch camera views from room-to-room to save your friends and uncover clues to the mystery.

Thunder Storm with Sol Feace



Here's a 2-in-1 shoot-em-up CD deal. If you think the streets of New York City are bad, wait until you see its futuristic skies in Thunder Storm. Is the urban warfare intense? Well, you pilot an armored helicopter. Full-voice audio commands help you survive stomach-wrenching turns and aerobatic maneuvers. If this game looks like Cobra Command from the arcades...it is.



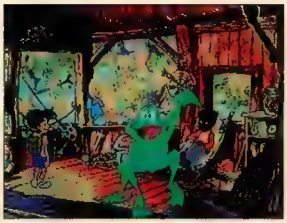


Sol Feace is a direct port over from the cartridge version with enhanced sound and graphics. You pilot a space fighter with collapsible wings that house powerful atom-smashing weapons. Your adversaries are a horde of mutant mechanical monsters. The odds are not on your side.

The Adventures of Willie Beamish

Sierra On-Line plans to convert several of its PC games to Sega CD format. Willie Beamish is the first one out of the stamper.

Willie's a kid who's just trying to deal with life as he finds it. His best pal is his pet frog, Horny. The situations confronting him concern his tagalong kid sister, his neurotic yuppie parents, an assortment of neighborhood geeks, and even the ghost of his grandfather. This ain't your typical video game fare, but you call all the shots in this CD. It's almost like directing a cartoon show. In fact, this game comes from the minds of those who created Johnny Quest and the Little Mermaid.



WONDER DOG

By Slasher Quan

It's no wonder that U.S. gamers are hyped up by JVC's strong stance in the overseas CD market. First, the company taught us a lesson in slick hardware manufacturing with the Wondermega, the $600 super Sega system with a MegaDrive and MegaCD all in one (see GamePro, July '92, page 21). Software runs hardware, and JVC's Wonder Dog could make it fly!

A Boy's Best Friend

Wonder Dog's a spaced-out pooch, who cruises past Earth aboard a funky spaceship after his home planet, K-9inus, was invaded by evil forces. He slips his paws on the steering wheel and crashes smack into Earch. Bummer! Where have we heard this one before?

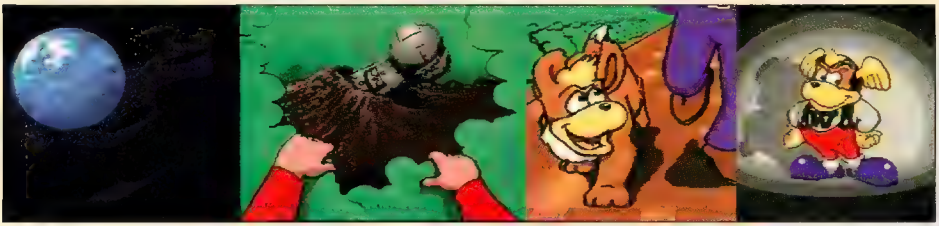
A young, blonde kid finds our marooned hound. So Wonder Dog decides to adopt a "pet." The boy's dad, however, rules against letting alien doggies anywhere near the furniture. Bad news! The dynamic dog pulls on his goofy yellow gloves, dons his floppy-eared hat, becomes the fearless Wonder Dog, and sets off in pursuit of his friend.

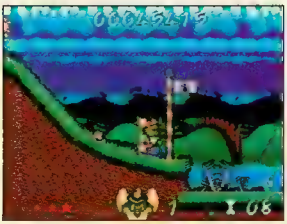
In Wonder Dog, Earth is transformed into a tripped-out cartoon land that's like Roger Rabbit on hallucinogens. Each side-view world, with several zones apiece, sports misshapen terrain and multi-scrolling backgrounds. In Dogsville, the twisted buildings scrape the sky. The Scrapyard is a polluted dump filled with bikers, spikes, chickens, and run-down cars. The character animations are cute, and the jazzy music's as bizarre as the visuals!

Dog Dynamite

Will Wonder Dog displace Sonic as the premiere Sega-system mascot? Or is this game really just a dog? The game's due for a U.S. release in the dog days of November, and we're growling for the answers!

Wonder Dog by JVC
$49.95, Available November
Action, One Player, Passwords

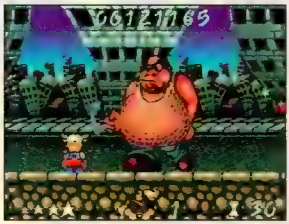




To continue at the midway point in the level, pause for this paws sign.

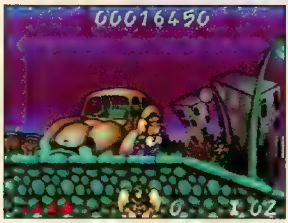
This bone-us level has Wonder Dog seeing stars!

This snake's bite is worse than your bark.



Don't get smoked by this overweight guy in Dogsville. Watch closely – he drops his drawers!

Our pooch on the loose can run fast, jump, and bust blocks by tossing stars with varying degrees of strength. The dog's ears droop each time he's hit. He can also turn into a spinning, woofing whirlwind to burrow through solid rock and uncover scores of secret areas.



Danger rides on the Scrapyard side of the fence.

SEWER SHARK

By Captain Meat Cleaver

Peace doesn't prevail in Sony Imagesoft's Sega CD vision of a post-holocaust Earth. Life's a cesspool for the few survivors of the nuclear strikes. Humans and animals retreat to the sewers and try to eke out a living by scraping together food. But, there's not enough grub to go around. That's where you, the Sewer Shark, get called in for duty.

On a Wing and a Sewer

Commissioner Stenchler of Mission Control recruits you to command a Sewer Craft and run supplies to the network of underground cities. With veteran copilot

Sewer Shark by Sony Imagesoft.

Continued on page 42.

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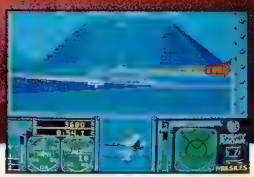

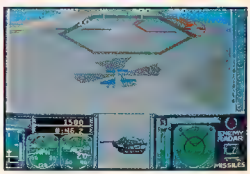

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Continued from page 40.

Ghost close at hand to provide moral support, you blast off to save what's left of the world from starvation.

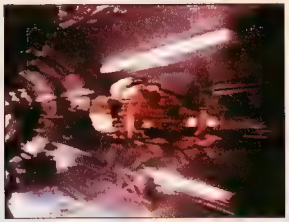
In the first mission, your code name is Dog Meat, but you can advance through the Sewer Shark ranks by successfully negotiating the first-person tunnels. To guide you, a Directional Droid flies in advance of your ship. You control the ship's movement and laser cannons with a cross-hair. Tunnels twist and turn

The Cornish!

up, down, left, and right. Keep to the correct path to reach your destination.

The sewer dwellers in this game aren't pizza-eaters. They prefer the taste of Sewer Shark skin. Bats, scorpions, mechanical maintenance moles, ratigators, and other mutants chomp down on the Sewer Craft. Worse yet, your laser guns can ignite built-up sewer gases, which will incinerate you and everything else that moves!

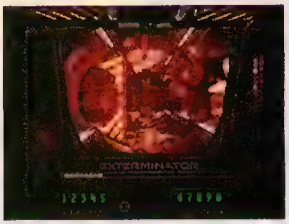
To make the sewers seem nasty and real, Sony ran a camera along a track through miniature tunnels. Then, they digitized the video and added computer-generated flashing lights and hazard signs. As you cruise through the game, the effect is similar to riding a dark subway that's travelling 90 miles per hour. Sony also filmed live actors and actresses for cinematic cutaway scenes. If your craft's hit, the view flashes to Ghost, who reports on the damage.



Your Sewer Craft cruises through the dimly-lit sewers in breathtaking cutaway scenes.

Solar City awaits ace flyboys.

Copilot Ghost tells you when you're Sewer Shark toast.



During game play, you view the on-rushing tunnels from a first-person cockpit perspective.

Make a Run for the Sewers

Helping humanity's no day at the beach, but your reward's retirement at Solar City, the last place on Earth where the sun still shines. Sewer Shark should take its Sega CD mega-bite this December. It could be the toughest job you'll ever love.

Sewer Shark by Sony Imagesoft
Price unavailable, Available December
Shoot-Em-Up, One Player

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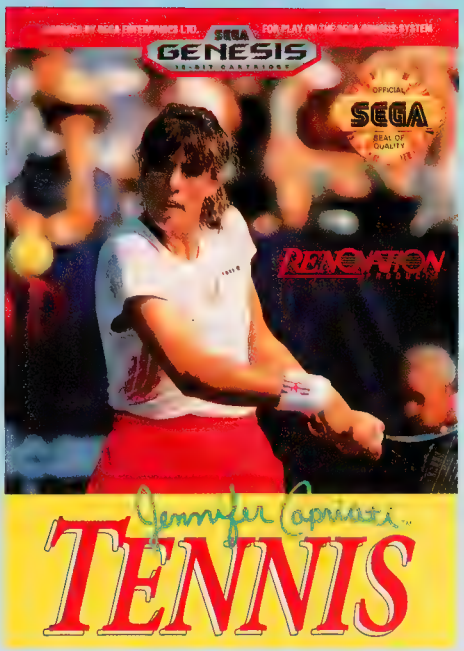
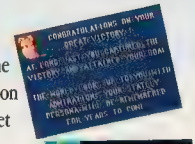


Enter the Jennifer Capriati Tennis Champions '93 Contest and See A Great Match.

Olympic gold medal winner Jennifer Capriati brings together some of the best players in the world to challenge you with power serves, baseline thunder, net volleys and exciting point rallies. All the realism of tennis is here, from the skid of a backhand shot past your opponent to the overhead smash for the match. Even create your own players for the circuit tournaments or just a quick exhibition match to build up your skills. And don't forget doubles because teamwork is always important in professional sports. Looking for a great match of tennis? It's right here in Jennifer Capriati Tennis, from Renovation Products for the Sega Genesis system.



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What Gamers May Win:

GRAND PRIZE — One (1) all expense paid trip for two (2) to see Jennifer Capriati play in a tournament to be determined by Jennifer Capriati. Also included in the prize is a special meeting and autograph session with Jennifer, plus two (2) Renovation Products T-shirts.

FIRST PRIZE — One (1) free game cartridge from Renovation Products to fifty (50) lucky entrants in the Jennifer Capriati Tennis Champions '93 Contest.

SECOND PRIZE — One (1) free Renovation Products 100% cotton T-shirt to five-hundred (500) lucky entrants.

How To Enter:

To qualify for the Champions '93 Contest, participants must win all four tournaments in Jennifer Capriati Tennis. When a player has won the complete circuit, a champions screen will be displayed with the statement "Congratulations on your great victory!" followed by the closing credits listing the creative designers behind Jennifer Capriati Tennis, plus a special option password. A photo of any of these screens will be accepted as proof of winning the circuits.

To enter, fill in the form or print your name, address, phone number, age and the words "Jennifer Capriati Tennis Champions '93 Contest" on a 3" x 5" card. Then mail your entry form along with a photo of your winning TV screen to: Renovation Products, P.O. Box 641357, San Jose, CA 95164-1357. All prizes will be awarded to qualifying entries in the order they are chosen.

Contest Rules:

This contest is sponsored by Renovation Products and National Mailing Service. Only one entry per person. No purchase necessary to enter. Winners will be notified by mail. Chances of winning are determined by the total number of entries received. Contest ends January 31, 1993. All entries must be postmarked by this date. Only valid in U.S.A. Void where prohibited. Employees of National Mailing Service, Renovation and their families are ineligible to enter. National Mailing Service and Renovation reserve the right to cancel this promotion at any time with appropriate notice. Winners' names and prize information may be used by National Mailing Service and Renovation for promotional or advertising purposes without further compensation.

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RENOVATION PRODUCTS

By The Unknown Gamer

He's back...! Yup, Sega's super speedy video game wonderhog, Sonic, is revving up for a return to the small screen in another supersonic adventure. This time around, His Hedgehogness has a buddy in tow for two-player fun. His foxy companion is Tails, a creature of the fox persuasion.

SONIC THE HEDGEHOG 2

New and Improved

What's new with Sonic? Well, at first glance you'll notice the game's graphics are more colorful and have more of a 3-D quality to them. Next, you're gonna notice that the tunes, although done by the same gang that did the original, are more varied and much cooler!

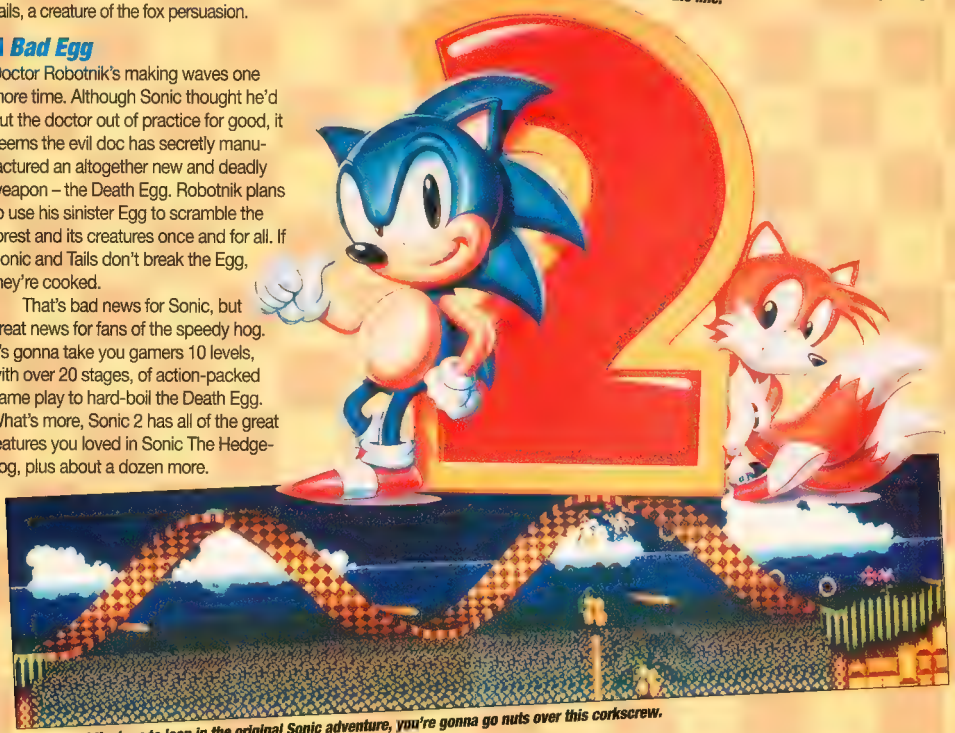
In the Hidden Palace Zone, Sonic zips through vacuum tubes almost faster than you can track him with your eyes.

Tails takes the high road and Sonic takes the low road. Either way, Robotnik's waiting at the end of the line.

A Bad Egg

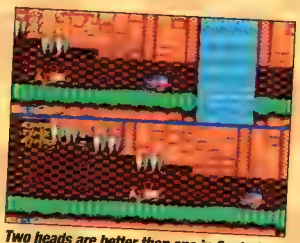
Doctor Robotnik's making waves one more time. Although Sonic thought he'd put the doctor out of practice for good, it seems the evil doc has secretly manufactured an altogether new and deadly weapon – the Death Egg. Robotnik plans to use his sinister Egg to scramble the forest and its creatures once and for all. If Sonic and Tails don't break the Egg, they're cooked.

That's bad news for Sonic, but great news for fans of the speedy hog. It's gonna take you gamers 10 levels, with over 20 stages, of action-packed game play to hard-boil the Death Egg. What's more, Sonic 2 has all of the great features you loved in Sonic The Hedgehog, plus about a dozen more.

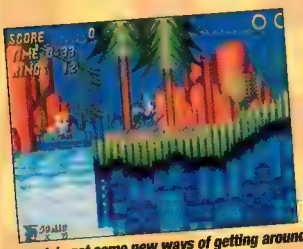


If you loved the loop to loop in the original Sonic adventure, you're gonna go nuts over this corkscrew.

Sonic 2's game play mechanics are the same, with a few cool exceptions. The dude with a 'tude still skims, jumps, grabs rings and power-ups, and races across the screen. Only this time around, if you can believe it, he's even faster. When you hit the Chemical Factory, Sonic streaks across your screen at speeds never-before-seen in a video game. The mighty hedgehog also has a new secret weapon – the Spin-Dash. Simply push Down on your control pad and hit any button to cause Sonic to rev up for dashes that'll take him where no hedgehog has gone before.



Two heads are better than one in Sonic 2, whether they're teaming up or going head-to-head.



Sonic's got some new ways of getting around in Sonic 2.

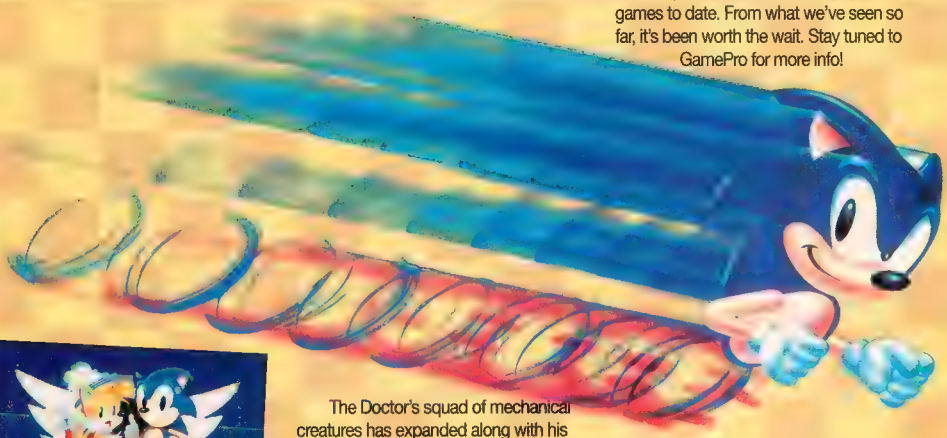
Sonic gets ultra dizzy in the Metropolis Zone.

Sonic for Two

The biggest change you're gonna see in Sonic 2 is not one, not two, but three different game play options. In the one-player mode, you play Sonic and take on the Doc accompanied by a CPU-controlled Tails. In the cooperative two-player mode, one player is Sonic and the other is Tails. Sonic's still the speediest hog in town, but Tails is magically teleported to Sonic whenever he needs to catch up. In the competitive two-player mode, Sonic and Tails take off in a split-screen race competing for the best time and the most rings.

Spring to new heights off these weighted springboards.

Fans of the most famous hedgehog in the world have been waiting a long time for a sequel to one of the most popular games to date. From what we've seen so far, it's been worth the wait. Stay tuned to GamePro for more info!



Sonic plus Tails is a chemical equation that adds up to super speed – especially in the Chemical Zone.

The Doctor's squad of mechanical creatures has expanded along with his repertoire of sinister vehicles. In Sonic 2, you'll find more enemies on-screen, and these enemies are more dangerous than in the original. In fact, most of the beasties are armed with mechanical devices, such as long arms that reach out to grab you.

Sonic The Hedgehog 2
by Sega of America
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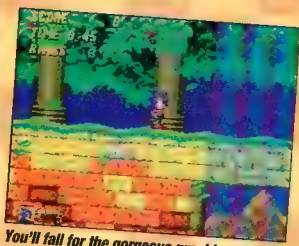
Sonic's nervous about keeping his tennies clean while he negotiates the Oil Ocean.

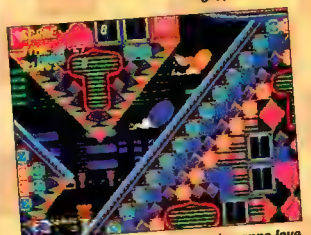


You'll fall for the gorgeous graphics. Check out the leaves.

When you blast Robotnik, he wings away to prepare his next mechanical contraption for battle.

Sonic's "vinely" got some new challenges in the Dust Hill Zone. What a swinger!

Sonic's got some nice new animations. When he's tired of waiting for you, he'll lay down to rest while Tails tries to stifle a yawn.

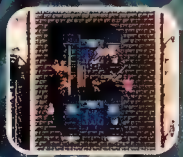


Sega's gambling that everyone's gonna love Sonic and his new sidekick, Tails. Here they're doing the Spin-Dash move.

HUNT OR BE HUNTED!

PREDATOR 2™ ON GENESIS™

SEARCH THE ROOFTOPS FOR THE PREDATOR'S LAIR

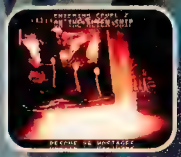


WATCH YOUR BACK, THE PREDATOR'S IN THE SUBWAYS

SILENT. INVISIBLE. INVINCIBLE...The Predator is in town with a few days to kill!!!! It comes from a distant world... Invisible, it's armed with powerful weapons unlike anything we know. It mercilessly stalks humans...for sport.

As Lt. Harrigan, it's up to you to rescue innocent people from the clutches of the evil drug gangs- before they become trophies of the Predator. Search the streets, rooftops and subways until you confront it.

Get Predator 2™ on Genesis... before he gets you!



DEFEAT THE PREDATOR OR JOIN HIS TROPHY CASE

SEGA GENESIS 16 BIT CARTRIDGE

ARENA ENTERTAINMENT

SEGA

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GENESIS

PRO REVIEW

Tyrants

FANTASY GAMING

By Speedy Buns

Ever had a craving for power, a yen for omnipotence, a need to control vast armies of human beings? If so, read on.

In the tradition of Populous and similar simulation strategy games, Tyrants allows you to direct the evolution and progress of your own little horde of humans as they attempt to conquer the world.

Survival of the Fittest

Tyrants is a port over from an Amiga game that puts you in the shoes of one of four would-be demigods who are out to evolve their race of human creatures faster than their three competitors. The game stretches over nine Epochs, beginning in 9500 B.C. and ending in the distant future with the Mother of All Battles. Your view of the action is from a 3/4 overhead perspective (where else would a god sit but on high). The point and click interface features nice graphics. Digitized moans, groans, and very British voices highlight important happenings and add a combative atmosphere to the game.

Choose a god, any god.

In each Epoch, your task is to conquer three different islands. Each island is composed of a varying number of squares or sectors. You stake out your sector, and then try to wipe out settlements of enemy populations in the other sectors. The last remaining survivor wins. If it's you, you become King or Queen of the Epoch and advance to the next set of territories.

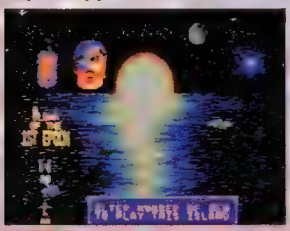
PROTIP: You can continue endlessly from wherever you leave off in the game. No passwords, though!

Go Forth and Conquer

Sounds simple, right? NOT! The game's complex, and it's detailed strategy requires an almost intuitive style of game play. Reading the lengthy manual is a necessity.

Your little bands of humans do not come pre-equipped for fighting and conquering enemy populations. You must direct their evolution by helping them develop new weapons, telling them when to mine for natural resources, showing them where to search in other sectors for further resources, telling them when to build mines and laboratories, tell them when to attack...and the list goes on and on. In other words, these demigods know nothing about the concept of free will. So, as the all-powerful being, success or failure is completely up to you!

In each Epoch, you're allocated 100 human beings. Your first decision will be how many humans to use to defeat each island. Once you and your happy little band are settled into a sector, you've got to immediately begin working towards progress. In Tyrants, progress equals more men, better weapons, and better fortifications. Without these, you cannot destroy your fellow human beings before they destroy you.

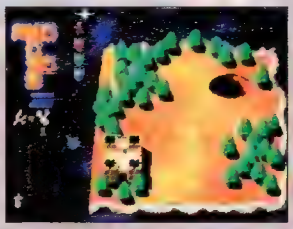


PROTIP: Try to use only 20 men to wipe out the islands in the first Epoch.

PROTIP: Remember that any men left over from conquering an Epoch are passed on to the next Epoch. Use your human resources appropriately.

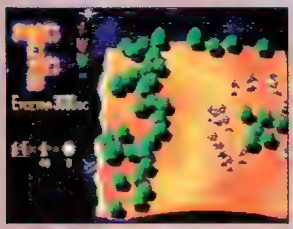
In order to build better weapons, you must first design them. Depending on the natural resources in your sector, you have access to different blueprints that you can command designers to use to develop offensive or defensive weapons.

Whenever you allocate humans to work on any project, a clock indicates how long it will take them to accomplish their task. When your humans have finished with their designs, you decide how many humans you need to arm as soldiers to guard your tower with defensive weapons, to send out to the mines, or to do any number of other tasks.



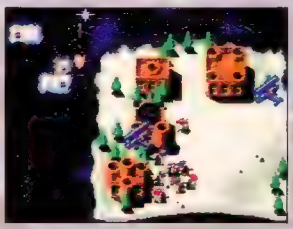
Examine blueprints to see what resources you need to build a weapon.

PROTIP: The more humans you allocate to a task, the quicker they accomplish it. However, you'll have fewer humans for other tasks.

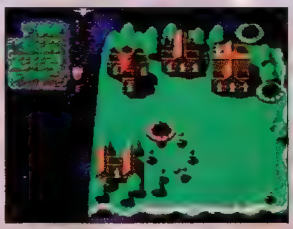


PROTIP: If the natural resources in your sector are limited, send a small band of lightly armed soldiers into an adjacent sector to establish an additional stronghold. Your soldiers are safest if you send them to a sector that is not bordered by an enemy sector. Scan the sectors first to seek one with abundant resources.

The strategy element in Tyrants lies in two areas: the sectors you choose, and your use of the existing resources to develop your army quickly enough to defeat your opponents before they defeat you. The initial weaponry is simple – rocks, sticks, and spears. As your civilization grows and advances to different tech levels, the weapons become more and more sophisticated. The game's culminating battle reaches a frightening level of sophistication, complete with nuclear weapons and Star Wars defense systems.



Buzz enemy settlements with your planes, and then bomb the heck out of them.



Use space-age weaponry to obliterate your opponents.

A Big Game for Big Heads

Tyrants is an absorbing and complex game. It's definitely not for gamers who want their games down and dirty, or for those who have a thing about not reading game manuals. Renegade Tyrants will find this cart exciting, challenging, and thought provoking, as well as frustrating, aggravating, and annoying! However, if you enjoyed Populous and you've got another couple of eons to spend conquering new worlds, Tyrants might just be your kind of ego trip.

Tyrants by Virgin Games

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.0	ADV. Advanced

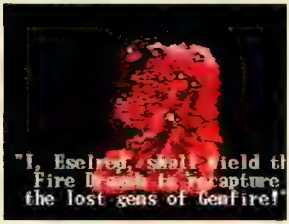
$59.99	Strategy
8 megs	One Player
Available early '93	Continues

By Brother Buzz

Koei's carved out a video game niche for itself by inundating our collective brains with massive reality-based RPG carts based in exotic foreign locales and historical time periods. Now, they're into something we can all understand – a good fantasy!

Stone Warriors

In Gemfire, the kingdom of Ishmeria is all fouled up, and you're a loyal Lord or Lady who's fighting for truth, justice, and the Ishmerian way. Once upon a time, the vile Fire Dragon blew its bad breath across the land. Six wizards of Ishmeria used seven magic gems to vanquish the dragon. To further protect the land, they bound the Gems into a powerful magic crown.



There's trouble in Ishmeria.

Then, a king dissed the crown, mucked around with the Gems, and got palsy-walsy with the dragon. A heroic princess cast the precious stones across the land to keep their power in check. Now, you must find the Gems and reunite the 30 provinces of Ishmeria.

A Hard-core RPG

As with most Koei games, you're in this quest for the long haul. If you can stick it out and have a mind for multi-character RPGs, you'll have a good time. You can play Gemfire solo, or you can recruit a pack of pals to take turns playing Ishmerian homeboys. The cart features four extremely lengthy scenarios. You can play any leader of the six noble families and manage a motley cast of royals.

Gemfire looks great. In keeping with Koei's style, though, it's no animation tour-de-force. Still, it's one of the best-looking Koei games yet. The music and sound are okay, but you won't miss anything if you fire up your own tunes.

This RPG definitely looks the role.

When you make a decision, Gemfire's brain does a great job of orchestrating all the action and quickly calculating the appropriate consequences throughout every province of Ishmeria. This feels like the fastest thinking Koei cart so far, which helps make this long game more enjoyable.

In Your Interface

The interface is efficient and a snap to master. To stay in tune with the political intrigue in Ishmeria's 30 states, you use a typical Koei, province-by-the-numbers, map screen. Adjacent windows enable you to issue four types of commands (Military, Domestic, Diplomacy, and Vassal) that put 16 other subcommands at your disposal.

PROTIP: View often to check your status, as well as your competitor's. It's free.

PROTIP: Use View to send out Searchers. Then write down what they find so you won't have to pay them again if you forget. Searchers i.d. enemy monster units, and sometimes they snatch a Gem for you!

PROTIP: One month before attacking, Sabotage and Plunder any province you plan to attack. Assault them with as many of your provinces as you can.

You use Military to invade and conquer territory, recruit troops, hire monster mercenaries (nine types), and buy skilled fighters (six types). To win, though, you must also use Domestic to cultivate crops, protect the fields, and feed the masses. Diplomacy enables you to spy, make alliances, and negotiate surrenders. Use Vassal to help keep your Lords and Ladies in line.

PROTIP: Always save for a rainy day. For every province, regularly use some Gold for Cul-

tivation and Protection. Also, stockpile cash and crops in a few provinces far within your borders by buying few soldiers and spending freely on Cultivation and Protection. You will then be able to transport riches to needy provinces.

Gemfire features a simple, easy-to-use, engaging battle system that enables you to orchestrate the strategy and tactics for your armies. On a battlefield, you and your opponent position icons representing five types of fighting units – Horsemen, Archers, Soldiers, Mercenaries or Monsters (called Fifth Units), and Wizards. Then you take turns moving them like chess pieces.

PROTIP: Position your forces for the best strategic advantage. Flanking and Rear Assaults are the most effective. Ganging up on a single enemy unit is devastating.

PROTIP: When victory is imminent, keep damage to your forces at a minimum. This saves cash and troop-rebuilding time later. Don't try to wipe out enemy units that have no chance of preventing you from taking the Flag.

PROTIP: ALWAYS save your game before you attack.

PROTIP: Try to hire strong Fifth Units, such as the Fachan, Gunners, Lizards, or Wyvern. To save Gold, dismiss other Fifth Units if you don't need them.

You recruit men for your army as a whole and the computer allocates them to the units. Every unit has different attack ranges, movement patterns, and maximum strength points. The actual fighting is typically RPG-ish. Declining strength points indicate the damage occuring in a battle, and the CPU does all the fighting calculation. Slick graphics and animation help illustrate the action.

An epic battle of men, monsters, and magic.

Unnatural Disasters

The game spices up the scenarios with wicked wildcard events. Your provinces suffer indiscriminate natural disasters, such as Wildfire, Snowstorms, and Plague. But, Gemfire tosses 13 unnatural disasters at you, too. For example, Pixies trash your crops, and Banshees freak out your people. Sometimes even your own Bugbear parties too hearty.

It's an Ishmerian disaster area!

Precious Gemfire

Few RPG games meld your mind with video game programming as well as Gemfire does. If you've never taken on Koei's unique RPG style, this is a good introduction that doesn't pull any punches. It's an epic RPG that takes an epic amount of time to play, but the journey's worth your efforts. Gemfire's a nice gem in Koei's RPG crown.

Gemfire by Koei

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.5	4.0	ADV. Advanced

Price not available
8 megs
Available November

Role-playing
Multi-Player
Battery backup

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SWEEPSTAKES

They're fast, spit acid and are right behind YOU! The motion tracker is your only warning. No time to think, no time to catch your breath . . . RUN! You must find the Queen Alien. The closer you get the more Aliens you find . . . better not have them find you first!

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Sixth Prize:
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- Alien 3 Home Video

Fifth Prize:
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- Alien 3 for Game Boy or Game Gear

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To win entries must be received by November 30, 1992. Winners will be chosen on or around December 15, 1992. Winners will be announced in the February '93 Issue of GamePro Magazine.

Please mail your entries on a 3 x 5 card to:

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P.O. Box 3749
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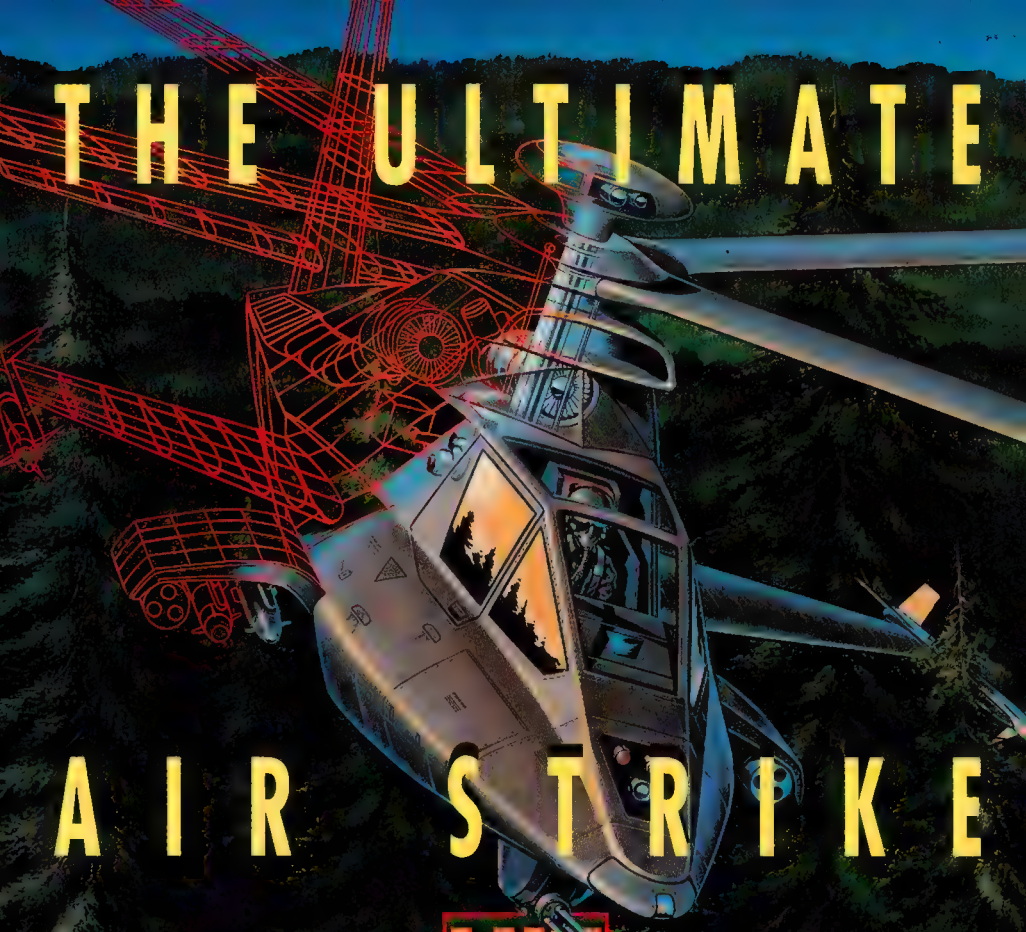
Entries must be postmarked by November 30, 1992. Winners will be determined on or about December 15, 1992. Winners will be notified by telephone and/or mail. Total value of prizes awarded is under $5.000. This contest is sponsored by Acclaim and GamePro magazine. No purchase required. One entry per person. Only valid in the U.S.A. Void where prohibited. Employees of GamePro, Acclaim and their affiliates are ineligible to enter. GamePro and Acclaim reserve the right to cancel this promotion at any time with appropriate notice. Winners names and prize information may be used by GamePro and Acclaim for promotional or advertising purposes without further compensation

THE ULTIMATE AIR STRIKE



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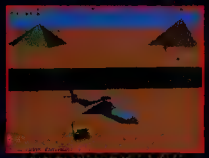

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SEGA GENESIS

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ELECTRONIC ARTS

GREEN DOG

By Captain Controller

Yer a rude boy surfer dude named Greendog just out catching some surf. Then, a totally radical wave dumped you into the sand. Gnarly! Now you've got this totally excellent gold pendant hanging around your neck. Bummer, it won't come off! Babelicious Bambi, your bikini clad buddy, tells you that the pendant's there to stay until you find the lost Aztec treasure. What's more, dude, no more riding the waves until the treasure's found.

Surf's Up

Ya, mon! In this one-player, side-scrolling action/adventure game, you're gonna have to search six Carribean islands (each with two areas) to find the six pieces of the missing Aztec treasure. Cool, cool, cool graphics and a hint of a Rastafari beat in the tunes give this game an island feeling. Jolly, mon!

Everyting es copasetic with game play that's kind of hop 'n' bop, but Greendog doesn't do the bop. On the different islands, you'll have to swing from vines, hop across rivers, explore caverns, skateboard around dangerous obstacles, and scuba dive in an aquarium. To travel between islands, you fly a pedal-copter.

PROTIP: Sometimes your path is blocked by a stone wall that's guarded by a monster-head statue. Toss your frisbee into the monster's mouth and the path will open. Watch for decoys.

Beached

Much respect, mon! All you've got to protect you is your flying disk. The pendant tells you where to go, but it also drives other living creatures bezerk-o when you go near 'em. On every island there's a hungry hoard of wacked-out creatures, like piranhas, crabs, starfish, and voodoo witch doctors.

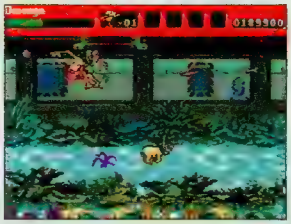
But hey, dude, the gods are smiling on you. You'll uncover power-ups when you peg stone idols with your flying disk. For example, an Umbrella Cap gives you invincibility for a short time while you wear it. A Golden Frisbee spins into autopilot and automatically hits enemy characters. Even better, chow down on food power-ups, such as soft drinks and burgers, to restore your health.

PROTIP: To beat the wall of rotating stone heads at the end of the first island, use your flying disc and fire rapidly at the head shooting at you. Dodge their fire and knock them off one by one.

Jah Be Wit You, Mon!

Although each radical island's gorgeous and offers a mondo number of different challenges, some stages in Greendog are easy and seem more fun and comical than challenging. Other stages (like the Aquarium) present some unique situations, such as scuba diving, that give Greendog a cool twist.

Of course Greendog knows how to Rollerblade.



PROTIP: In the Aquarium; if you get sucked up into a vacuum pile, you'll find yourself back at the beginning of the stage. Wait until the vacuum turns off, then jump and shoot your flying disc at the same time. (Perfect timing is critical.) You can tell when the vacuum is switched off by watching the seaweed under the pipe.

What this light-hearted action/adventure game has are superior graphics, cool character animation, original game play, and upbeat music that keeps you rockin.' Beginning and intermediate gamers will find enough challenge to keep them entertained. Advanced gamers will find the game's graphic and humor elements more entertaining than the obstacles. Check it out! You just might find yourself feelin' irie in a skankin' style!

Greendog by Sega

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	4.5	5.0	INT. Intermediate

$49.99	Action/Adventure
4 megs	One Player
Available now	Continues

IN FOR A SHOCK?

THEN STEP INTO **DYNAMOR,** YOUR ALIEN-CRAFTED SUIT OF DYNAMIC ARMOR. BUT MOVE QUICKLY, YOUR METAL HEAD COMPETITION IS ABOUT TO SMACK YOUR JAW WITH A NASTY LITTLE LASER BOLT. AND THAT'S JUST THE WARMUP. WHEN THE ACTION REALLY HEATS UP, THE MECHANIZED SHOCKTROOPERS FROM **IMPERIUM** WILL BE TRYING TO TURN THAT **DYNAMOR** OF YOURS INTO NOTHING MORE THAN A COOKIE SHEET.

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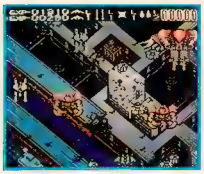

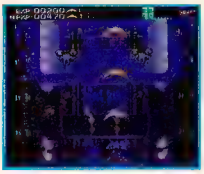

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Side Pocket

By Kay Oss

Hey, hustlers, Data East is bringing a smoky billiard room to your Genesis. If you like to shoot pool, cue up for Side Pocket.

Stick It

PROTIP: When you set your cue power at maximum strength, your ball is harder to control.

Using an overhead-view, you can rack up a solid game of pool. In Side Pocket, you choose your game, the angle of your shot, and the strength of your stroke. Play against the computer or place your bets with another pool sharkin' buddy.

In the one-player Pocket game, you play five stages in five cities. To advance to the next city, you must meet or surpass a preset Target Score. For example, Los Angeles has a 3,000-point Target Score.

PROTIP: When you break, don't set your cue power to the Max. Set it at ¾ power.

You must also maintain Stock, which is represented by white dots under your score. Every time you miss two shots, you lose a Stock dot. You also lose a dot if you sink the cue ball. Lose all your Stock, and your game is over.

Single players can practice fancy shots in the Trick Shot mode, which has 19 different setups (like strategically placed glass bottles). The object is to clear the table with one shot.

On the Felt

Two players can choose between a Pocket game and the Nine Ball game. The two-player Pocket game is just like the one-player version, except you don't have Stock. In five games, you play till the tables are cleared. In the Nine Ball Game, you must clear all nine balls off the table in numerical order. Sink the Nine ball and you're the champ.

The graphics are simple, but effective. Even though you have a variety of tunes to choose from, it's still wise to turn up your own stereo.

Stick this trick shot!

Call the Shots

If you can call 'em in real life, you'll slam 'em in Side Pocket. If you're a novice, however, you may have trouble sinking 'em. If you can't stand the pressure, or the smoke of a pool hall, chalk up with Side Pocket and have a ball.

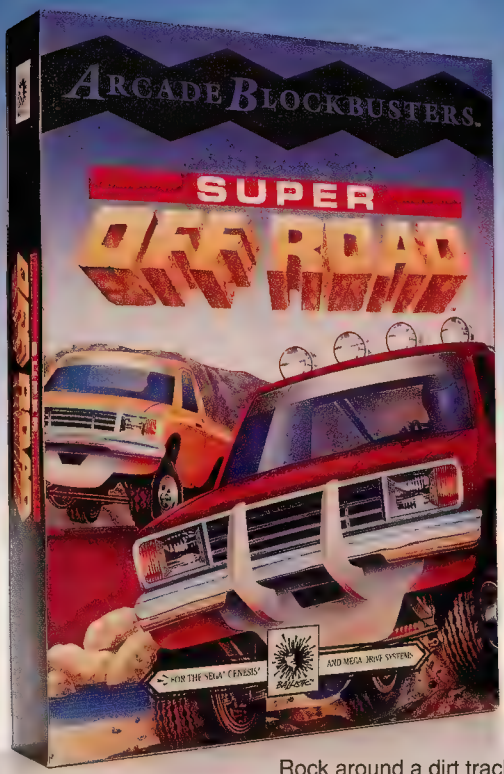
Side Pocket by Data East

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.5	4.0	BEG. Beginner

$49.95
8 megs
Available now

Sports
Two Players

Rock 'n Roll



Rock around a dirt track with **Super Off-Road!**
Roll with the villains' punches in **Double Dragon!** You'll find all the action you can handle when you bring these two Arcade Blockbusters home to play on your Sega® Genesis®.

Super Off-Road™ separates the men from the boys. And the boys from their lunch. These babies burn nitro. And rubber. And other computer off-roaders, if you're good enough. This blockbuster game has 32 course configurations. Plus big-time obstacles like oil pits, sand hills, pot holes and rock pillars.

Double Dragon™ is a chilling challenge. Rat infested slums. Your girl kidnapped. And that's not Mom heading your way. Meet the Shadow Boss. Evil. Tough. Hangs around with a gang of Ninja warriors. They've got a hobby. Terminating you. To survive you must master special Ninja fighting techniques. Like four types of kicks and three types of punches.

Arcade Blockbusters.
They're the only way to Rock 'n Roll.

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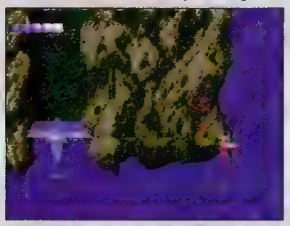
By Andromeda

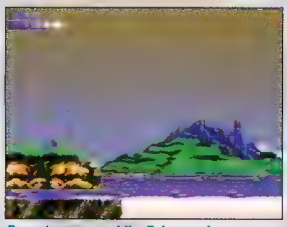
For months rumors have floated through the industry in regards to a mysterious Genesis game called Dolphin. It's official – Dolphin's breaking the surface and Sega's set to make quite a splash with this innovative product!

Oceans of Fun

In this highly original game, you play Echo, a young Bottlenose Dolphin. In what begins as a normal day, you're frolicking in the ocean with a school of your family and friends. Suddenly, a tremendous storm whips the waves into a froth. Echo resurfaces to discover his family missing.



Since dolphins are mammals, Echo must search for air pockets when he's deep under water.



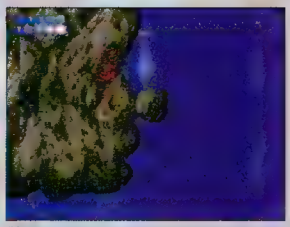
By swimming rapidly, Echo can jump over small islands. He can also do some pretty fancy midair flips.

Dolphin takes you on a 29-level adventure quest that spans oceans past and present, frozen seas beneath the Artic circle, a mythical ocean, and even one on another planet. As Echo, you must swim to search for your missing family. Along the way, you'll encounter a myriad of sea creatures, some friendly and some not.

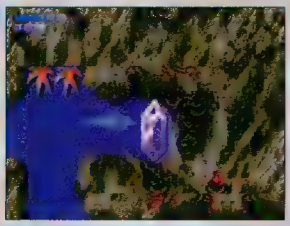
Using his Head Charge, Echo makes short work of pesky undersea creatures like these jellyfish.

Go Fish

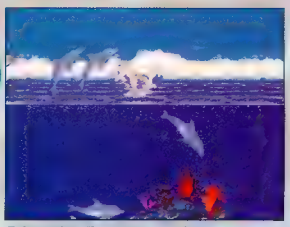
Using video tape of real dolphins swimming, Sega's animated Echo in a way that's very realistic. Echo can swim, leap out of the water, flip in the air, catch fish to eat, fight unfriendly creatures with a Head Charge, and use Echo Location, also known as sonar. Echo's sonar plays a major role in the game. He can use it to increase the strength of his Head Charge, talk to other dolphins or sea creatures, see a map of the area surrounding him, or read strange crystal-like glyphs for clues to his family's whereabouts.



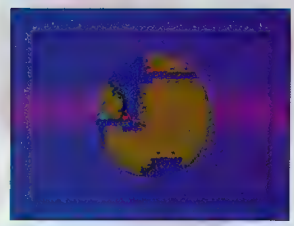
Moving rocks can sometimes help Echo alter strong currents.



Magic glyphs hold all sorts of secrets for Echo.



Echo swims the seven seas in the company of good friends.



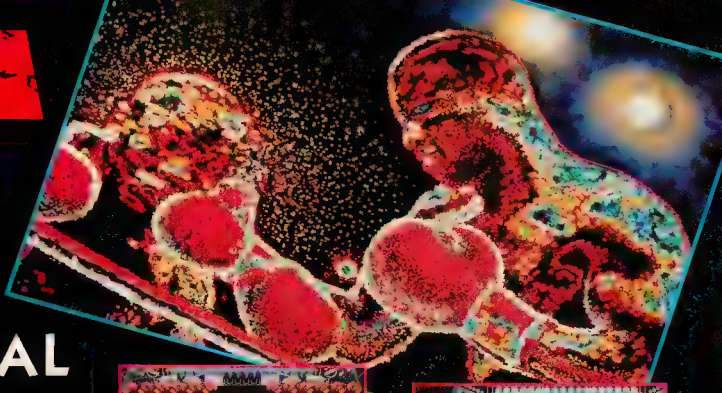
Echo can use his sonar to view the area in front of him.

Wait and See

If you think Dolphin sounds highly original and like nothing you've ever seen on a video game screen before, you're right. This game, developed by Sega in the U.S., takes gamers where no man, or dolphin, has gone before. This is one game that will be quite a catch.

Dolphin by Sega of America
Availability TBA

TECHNICAL KNOCK OUT



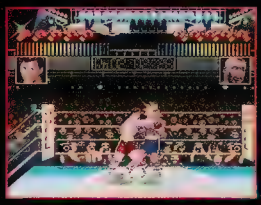
With the most advanced graphics ever created for boxing, the 'sweet science' has never been so incredibly real.

Check out the action: you've won your first bout, but it was tough! 8 gruelling rounds, and now you're dog tired. So it's back to the gym to work on your stamina. Next bout: you're up against this guy who's *REALLY FAST*! He's not hurting you, but he's building up points with pitty-pat combinations, and you're getting *mad*! Between rounds, your corner tells you how to get *even*! They've seen he drops his left guard, so he's open for the right hook. Next round: **BAM!!** Right hook! **HE'S OUTTA HERE!!!**

This is **TKO SUPER CHAMPIONSHIP BOXING**. *Non-stop Smashin' Bashin' Knuckle-Krunchin' Action!*

Either go one-on-one with a buddy; pick a fight with one of eight powerhouse opponents; or go for the whole enchilada - *beat 'em all and become WORLD CHAMP!*

After just one bout, you will agree that TKO is a major KNOCKOUT!



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Teenage Mutant Ninja Turtles: The Hyperstone Heist

By Slo Mo

Those heroes in a half shell – Raphael, Michaelangelo, Donatello, and Leonardo – are back to help Konami initiate its foray into the Sega seas in Teenage Mutant Ninja Turtles: The Hyperstone Heist. Here's a preview of the Genesis cart that's due out in December.

The Turtles Tale

The evil Uroku Saki (a.k.a. the Shredder) has captured the mystic Hyperstone, an ancient orb that gives him the power to shrink New York City and everything else on Earth. This Genesis game will focus most of its action in New York. There will be five stages with up to three substages each. One player can be a solo Turtle on the hunt, or two players can team up for simultaneous amphibian ninja action. Player Two can join in anytime.

You'll slice and dice your way through familiar territory that looks Genesis great. The quartet starts their search in the famous sewers of New York. Then, they're off to sea for a battle on an eerie wraith-like ship. Next, they must sneak into Shredder's hideout, which features a danger-filled Japanese garden. Then the guys get wet and wild as they fight across treacherous waterfalls. Finally, it's time to get down in the 'Drome, the Technodrome that is.

Your crummy competition features the usual suspects and some brand new foes that even Turtles comic book fans have never seen. Some of the villainous favorites are back to help Shredder shred you – Krang, Bebop, Rocksteady, Leatherhead, the Stone Warriors, and the Foot Clan. Don't worry you'll get help from Master Splinter.

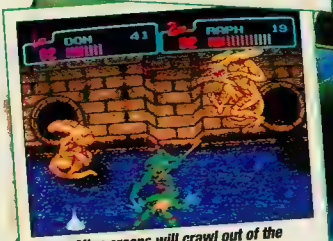
Hyped on the Hyperstone

With the Teenage Mutant Ninja Turtles and Konami set to jump into the Genesis, there's no telling how far out The Hyperstone Heist will get. It ought to be a shelluva game!

Teenage Mutant Ninja Turtles: The Hyperstone Heist by Konami Available December

You're sure to run into Shredder's little robot friends.

What's a cesspool party without old friends like Leatherhead?!



These Alien creeps will crawl out of the SNES and into the Genesis.

Donatello's Bo stick is still the most versatile weapon. You'll need it and Raph's Sais, here in the Technodrome.

Be a mean, green, fighting machine!

LONGER PLAY
OR
YOUR MONEY BACK

No Need To Push!

Longer Play or Your Money Back!

Control directional movement with just a touch of your finger (no need to push).

- Longer Play
- Higher Levels
- Quicker Response
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- No more Sore Thumbs
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For use with Sega Genesis® and Master System®

Get the touch, get Turbo Touch 360–the breakthrough, high-tech video game controller that is so easy to use that it lets you play as long as you want. Just pass your finger or thumb over the sensor plate–no need to push–and you have total control of your game. Now, make moves like you've never made before and really get into the game. Turbo Touch 360 adds up to quicker response, faster motion, no more sore thumbs, better control, higher scores, more fun, higher levels and longer play. Triax is so sure that you will enjoy extra hours of effortless play that if you don't, we'll refund your purchase price. Get in touch with the next generation of controllers. Get the Turbo Touch 360 and enjoy extra hours of exciting play.

For use with Super Nintendo Entertainment System®

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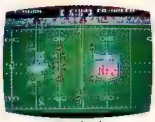
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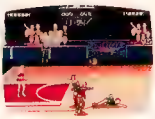
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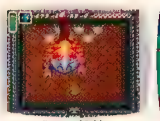
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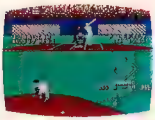
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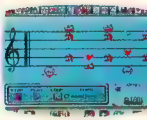
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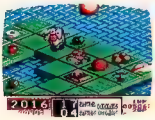
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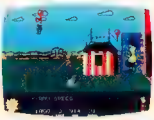
Bart vs The Space Mutants

Contra III

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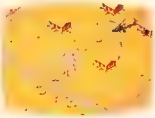
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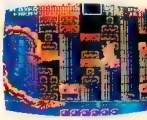
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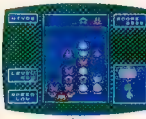
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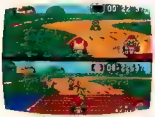
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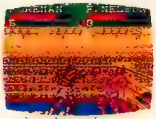
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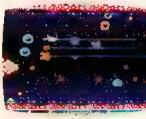
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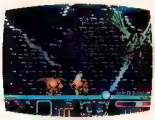
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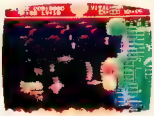
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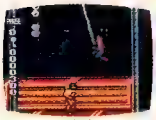
Amazing Spiderman

Teenage Mutant Ninja Turtles III

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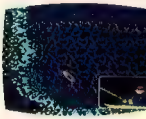
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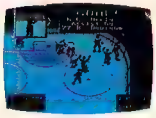
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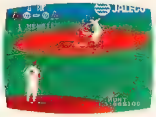
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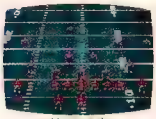
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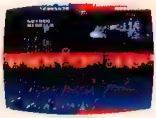
T2 The Arcade Game

Super Monaco GP II

Batman Returns

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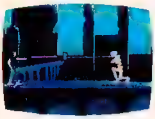
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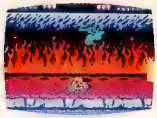
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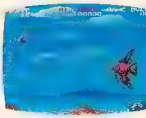
Darius Twin

Suddenly, the place with the games everyone wants is Sears.

Go figure.

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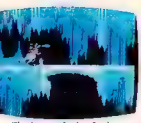
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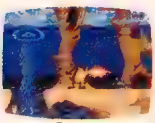
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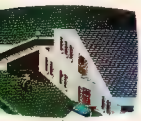
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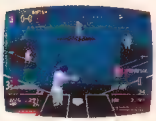
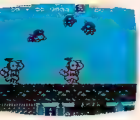

Sports Talk Baseball

Street Fighter II

Teenage Mutant Ninja Turtles IV

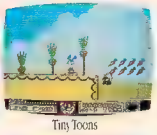
Top Gear

Evander Holyfield Boxing


Mystical Ninja

Road Rash II

Sonic II
(Coming November 24th)

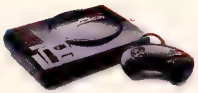

Tiny Toons

Jack Nicklaus Golf

Gargoyle's Quest II

Krusty's Fun House

Ferrari Grand Prix



Overnight, it seems, there's a place for video games like no other. It's called FunTronics, the new game department at Sears.

FunTronics is designed to have all the games you're looking for in stock. Incredible 16-bit games. By the dozens.

It has both Sega Genesis and Super Nintendo Entertainment Systems. Along along with Game Boy, Game Gear and every accessory you could imagine.

Not to mention the game stations where you're invited to get the feel of the hottest games available.

So come to FunTronics. The one place you can figure on having exactly what you're looking for.

Save $5 on Super Mario Kart or Taz-Mania

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SEARS FUNTRONICS

Nintendo

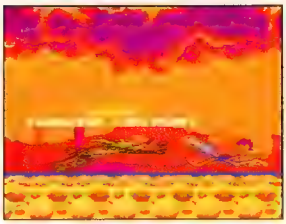
SEGA GENESIS

SUPER NES

PRO REVIEW

By Slasher Quan

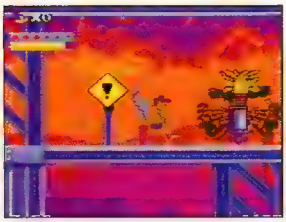
Who's the fastest video game critter on two legs? If you said Sonic, it just might be time to trade in your tennis shoes for a pair of bird's feet! The original highway hopper himself, the Road Runner, is making tracks in a fast, fun, and ultra-challenging SNES cart courtesy of Sunsoft.



Outrun by the Road Runner?!

Fast Bird, Fast Food?

Per usual, RR's got a monkey on his back, a pain in the rear, a carnivore out to cook up Road Runner stew – Wile E. Coyote! Wile E.'s starving for baked birdie, so he's outfitted himself with the finest bird-catching ACME gadgetry a pile of tumbleweeds can buy. Rocket-powered roller skates, an out-of-control jackhammer, a giant wrecking ball, and other mechanical wonders are at the Coyote's disposal.



Wile E. Coyote tries to hammer his point across!

This proliferation of ACME inventions adds up to big trouble for our fleet-footed hero. You, as the Road Runner, scamper through 20 humongous side-view levels in a most dangerous game of capture the flag. In each area, you snag multi-colored flags on a deadly desert obstacle course and touch the coveted checkered flag to complete the "rally." Cross the finish line, and the Coyote's latest gadget will backfire and slam him into the side of a mountain, charbroil him alive, shatter him into a thousand pieces, or drop him off the edge of a cliff!

PROTIP: If you're low on energy, listen for palpitations. Then take heart!

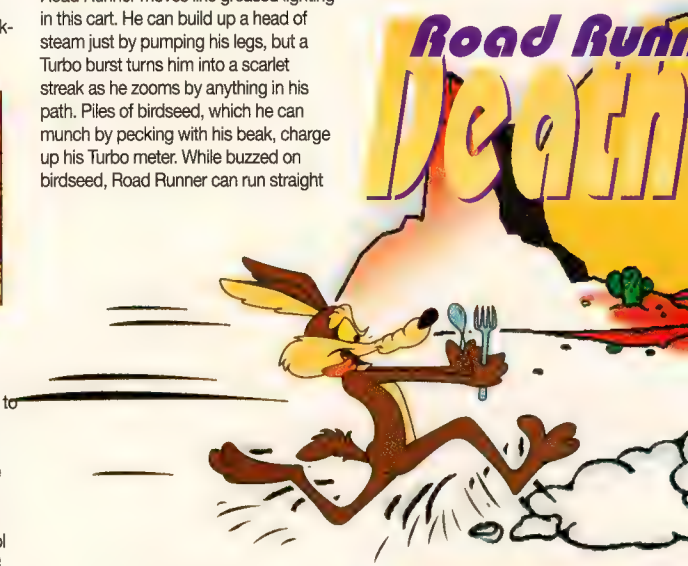
Interstate Antics

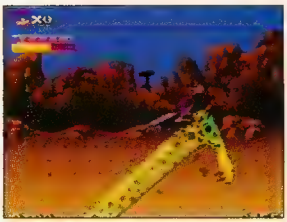
Road Runner moves like greased lighting in this cart. He can build up a head of steam just by pumping his legs, but a Turbo burst turns him into a scarlet streak as he zooms by anything in his path. Piles of birdseed, which he can munch by pecking with his beak, charge up his Turbo meter. While buzzed on birdseed, Road Runner can run straight up sheer cliffs! If anything, Road Runner's too fast for his own good. He often skims unpredictably into the stratosphere with no turning back.

PROTIP: Use long vertical runways to rocket up to high-up platforms.

Death Valley Rally's five major levels (with four scenes apiece) are as twisted as the Coyote himself. Zippity Splat is a sprint across the desert. Rock 'n' Rivet is a rollicking romp through an unstable construction site. In Train Runnery, you try not to get derailed when hopping across a locomotive in motion that's loaded with circus animals. Hopalong Casualty is an underground excursion into a mine shaft. Quantum Beep moves at Warp Factor Nine.

PROTIP: Ride to new heights on the magnetized steel girders in Level 2-2.

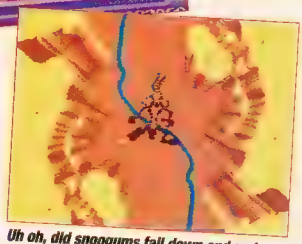




PROTIP: Take the high road on the giraffes' necks in Level 3-2. It's safer than car-jumping on ground level.

Scorpions sting you, cacti poke you, and Marvin the Martian zaps you, but your main opposition is still the Coyote aboard an ACME gadget. In the "boss" sequence, the Coyote hauls out an oversize machine that you can peck apart if you find the weak spots!

PROTIP: Study the ACME blueprints to find a Coyote contraption's weaknesses.



Uh oh, did snoogums fall down and go boom?

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er's Valley Rally

Road Ravaged

Outwitting the Coyote is a blast, but Death Valley Rally's limited continue feature is fatal for Road Runner rookies. You're required to capture 20 colored flags to earn continues, which is no bird-brained task. Expect to see the "That's all folks!" game over screen often. Obnoxious? Unfortunately, yes.

PROTIP: Ignore the time limit and concentrate on capturing flags. You'll never complete the cart without bagging a few continues.

Ecstasy for Eyes & Ears

Death Valley Rally is an animation extravaganza that captures the appeal of the Warner Bros.' cartoon classics. The Road Runner's feet disappear into a blue blur when he speeds down the highway. He also screeches and stops with authority. The Coyote even looks into the camera on cue when he plunges to a possible demise. The backdrops are lavish, colorful, and very, very steep.

The audio tracks are almost immaculate. Sampled directly from Looney Tunes footage, the sound effects squeak, bonk, and blow up in time with the action. You can even interject a "beep, beep" or "thup, thup" (tongue sound) with the L and R buttons! The music's excellent, but it could drive you just as "loopy" as the weird cliffs and winding tracks. The songs tend to repeat themselves often during game play. If you don't know the Looney Tunes theme music by heart, you will after playing this game!

Fun on the Freeway

So, just who is the fastest dude around? The Sonic vs. Road Runner race is too close to call, but the decision on Death Valley Rally's place in your game library is easy. If you don't mind re-racing the Rally from the very beginning when you lose, by all means risk life, limb, and tail feathers to grab a copy while it's hot. See you at the finish line!

Road Runner's Death Valley Rally
by Sunsoft

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	4.5	4.5	Expert

Price unavailable
8 megs
Available Now

Action
One Player

By Bubonic the Blowfrog

A long, long time ago (about 15 years), Luke Skywalker and company made movie history and catapulted science fiction into the mainstream of American culture. It seems that Star Wars is celebrating its "sweet 16" a year early this fall with the release of Super Star Wars, the first game from JVC/LucasArts for the SNES. Super Star Wars is a stellar game even if you're part of that two percent of the world's population who have never seen the movie.

Better Than the Movie?

The game follows the plot of the movie for the most part, but some creatures and situations have been added or changed for the fun of it. For example, at the end of Stage Eight's Cantina Fight, you battle one of the creatures from the movie's holographic chess game. Super Star Wars takes scenes from the movie and expands them to create an action-packed game interwoven with a classic good versus evil story line.

PROTIP: In Stage One, shoot all of the scorpions that appear in the very first screen and you'll receive a second blaster power-up!

Full Force

Super Star Wars has 14 stages of incredible interaction, including three different perspectives and three types of play. There are captivating side-scrolling action sequences, thrilling behind-the-vehicle shooting stages, and one white-knuckled in-the-cockpit stage.

The majority of the stages are of the side-scrolling run-and-shoot variety. But they're not your typical shoot 'n' scoot fare. Your surroundings are rich 3-D worlds with graphically detailed sprites of a quality that is usually reserved for backgrounds only. In these cosmic microcosms, you control Luke with lightning fast responses. You can run, jump, somersault, and execute a slide to get through small openings. You can also use the L and R levers to survey the action above or below you. With each new character you meet (Chewbacca and Han Solo), you'll be able to assume their role and give Luke a break.

In Stage Two's Tatooine I and Stage Six's Tatooine II, you're at the wheel of Luke's Landspeeder in a breathtaking Mode 7 extravaganza a la F-Zero. Full 3-D rotation and near-photographic quality landscapes highlight these levels.

Stage 13's Death Star Attack features a similar perspective and game play, but this time you're in an X-Wing fighter shooting up a wave of TIE fighters. Here again, the detailed graphics are beyond belief, right down to the jets on the X-Wing and the nooks and crannies of the Death Star.

PROTIP: The Jawas are sneaky little enemies. To avoid getting tail-gunned on Stages Two and Six, keep your Landspeeder in one spot and shoot the Jawas as they zoom towards you until the message "Head Towards Sandcrawler" or "Head Towards Mos Eisley" appears on the screen. Then, to avoid the remaining Jawas, point your 'Speeder toward your destination and floor it. Keep your 'Speeder at the top of the screen by pushing Down.

PROTIP: When you're at the top of the Sandcrawler, don't waste your time shoot-

ing the gun turrets. Just run right and jump over enemy shells.

The famous Death Star trench battle sets the scene for the third type of exhilirating game play. In Stage 14's Trench Battle, you're in the cockpit of your X-Wing fighter, complete with a cleverly detailed dashboard and a first-person perspective. You can use the L and R levers to shoot Proton Torpedoes, but some of the controls are a bit ambiguous. Pushing your directional pad moves the gun sights around the screen, but it also slightly moves your ship around within the Death Star's trench. However, cool scaling graphics of the TIE fighters doing 360's in your face and the crescendoing sound more than make up for this control oversight.

PROTIP: To kill the Banthas, use the Force and your Lightsaber to fry 'em with a few swings!

Cinema Verité

Impressive visual effects don't stop at the game play level. Star Wars has many eye-popping, between-stage scenes that incorporate letter-boxed, movie-like graphics and sound, along with dialogue that scrolls across the bottom of the screen. Although most of these pictorials aren't animated, the "camera" scrolls left and right to include the character who is currently talking. These scenes add depth and help explain any discrepancies between the game's plot and the movie.

PROTIP: To defeat the Mutant Womprat, jump and swing Luke's Lightsaber.

PROTIP: On Stages with lots of Stormtroopers or Sandpeople, shoot the enemies and collect Health Swords and hearts until your Health Bar is maxed out!

Did You Hear Something?

Super Star Wars has the best sound effects of any SNES game to date. Digitized voices add realism. You even get to hear Obi Wan murmur "Use the Force, Luke." The sound effects of the shots and explosions will send your neighbor running for cover. The musical score takes full advantage of the crisp stereo capabilities by pounding out Kettle Drums and blasting a flourish of heroic wind instruments. Although the music loops, it takes quite a while and it changes from stage to stage.

PROTIP: In Stage Five's Land of the Sandpeople, have faith in yourself and the Force. You just might FALL into some extra lives.

The Circle Is Now Complete

Stunningly impressive cinematic scenes, equally incredible action sequences, and three skill levels make this game the one to own if you only own one. Rumor has it that work has already begun on The Empire Strikes Back for the SNES. But, as we all know, it takes patience to become a Jedi.

Super Star Wars by JVC/LucasArts

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	Adjustable

$54.95	Action/Adventure
8 megs	One Player
Available November	Continues

By Gideon

Face front, true believers! Marvel's two most popular comic books come to 16-bit life in LJN's Spider-Man and X-Men: Arcade's Revenge for the SNES. Featuring everyone's favorite Webhead and four members of the "Uncanny" X-Men, this game looks, plays, and sounds like a real-life comic book. Jam-packed with nonstop challenging action and loads of graphic and audio special effects, this cart's a knockout!

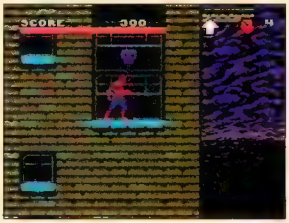
Spidey to the Rescue

Four members of the X-Men have mysteriously disappeared, and it's up to Spider-Man to find them. Swinging across the city using his unique Spider-Sense to home in on the missing mutant heroes, Spidey has followed the trail all the way to an abandoned amusement park. The sinister villain, Arcade, has refitted the park with all-new deadly games and rides purely for his own warped enjoyment. The main attraction tonight is the final destruction of his arch foes, the X-Men, and their would-be rescuer, Spider-Man!

Lookin' sharp on the SNES!

Eleven extremely challenging levels await you in this multi-scrolling, one-player, arcade-style game. You begin as Spider-Man. You try to worm your way into Arcade's underground hideout by turning off a network of sensors in a specific sequence. If you make it inside, you can choose to play one of five heroes: Spider-Man, Cyclops, Wolverine, Storm, and Gambit.

Each hero must complete two specific events tailored to test their specific strengths and weaknesses. The only way to escape Arcade's deadly realm is to complete all events for every hero. To make things more difficult, you begin play with only four lives total for all the heroes, and there are no continues! At least bonus lives, special items, and power-ups specific to each hero's abilities are scattered throughout each level. Top priority is finding those 1-ups, or you'll soon be starting over from scratch. Who says superheroin' is easy?



PROTIP: Map the sequence to turn off the sensors. They never change. Since there are no continues, you must trudge through this ritual every time you restart the game.

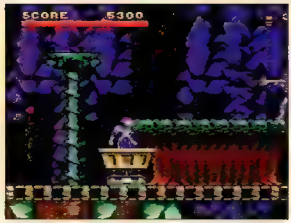
PROTIP: Use your Spider-Sense to help locate the next sensor to turn off.

So Many Heroes, So Little Time

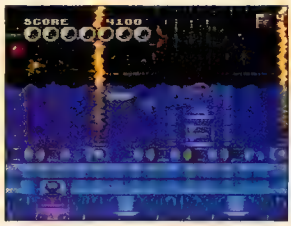
Comic fans will go nuts over this cart. The heroes are large, clearly rendered, well animated, and extremely responsive to controls. The superheroes and the supervillains all look and move exactly like their four-color, newsprint counterparts. It's evident that the programmers and Marvel Comics worked closely together to assure that the characters are true to their origins. Since there's no time limit, familiarize yourself with each hero's unique powers and moves at the start of a level before the "fun" begins.

Cyclops fires powerful optic laser beams as he traverses a treacherous underground mine, complete with a roller coaster mine cart ride, electrified rails, and a five-story tall mutant-hunting robot called Master Mold.

Using her power over elemental forces, Storm is able to fire lightning bolts and whirl up underwater whirlwinds to keep enemies at bay. She's trapped in an underwater maze and must swim her way to safety while avoiding sea mines, underwater monsters, and enemy scuba divers.

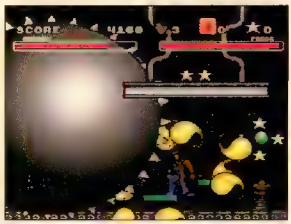


PROTIP: Shoot enemies from the safety of a mine cart.



PROTIP: Storm escapes by blasting all the water release valves and floating up to an escape hatch. Always keep a supply of at least three air bubbles.

Gambit, the Cajun mutant, only has his natural agility and a deck of exploding playing cards. He goes up against a gigantic, rolling, steel-spiked ball, malicious, animated chess pieces, and the evil Black Queen, who seeks to suck out his life force!



PROTIP: Don't waste time or exploding cards on the unstoppable and indestructible exploding ball!

PROTIP: All-powerful Joker cards only destroy items in your immediate vicinity.

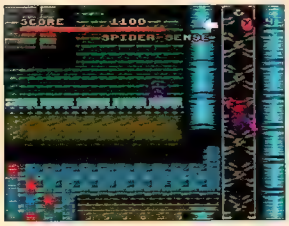
Wolverine, armed with razor-sharp Admantium claws, faces a bizarre world of vicious gun-toting circus clowns, evil toy soldiers, and exploding building blocks. Awaiting him at the end of his ordeal are the evil mutants, Apocalypse and Juggernaut, who have prepared a vicious one-two knockout!

Spider-Man™ and X-Men™: Arcade's Revenge

PROTIP: Replenish your life bar by unsheathing your claws.

Spider-Man must run, jump, and swing his way through a massive "deconstruction" site. Aim your Web Shooters at a quartet of Spidey's greatest foes, including Shocker, N'Astirah, Rhino, and Carnage.

Complete all levels for each hero, then choose your favorite hero to face off against Arcade for the ultimate showdown!



PROTIP: Jumping from wall to wall moves you faster than scaling up the side.

PROTIP: Spidey can't shoot webs while jumping or swinging.

Make Mine Marvel!

A great gang of popular comic book heroes, excellent graphics, great game play, a nice mix of challenges, fully digitized sound effects, and a radical heavy-metal soundtrack make Spider-Man and X-Men: Arcade's Revenge a unique and entertaining video game experience. Just like the early issues of Spider-Man and X-Men comics, this cart's going to be a collector's item. Get yours today!

Spider-Man and X-Men: Arcade's Revenge by LJN

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	4.5	4.5	ADV. Advanced

$59.95
Available November
Action/Adventure

One Player

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By Rampant Saxon

Okay, swashbucklers, here's your chance to grab your swords and storm through Westica as a gum-chewing hero, Storm. American Softworks wants to sink their new hack 'n' slash adventure cart, Sküljagger: The Revolt of the Westicans, into your SNES.

Sküljagger Comics

Captain Sküljagger and his evil Kiltish army have ruled the island of Westica for 10 years. Storm Jaxon has had enough, so he steals Sküljagger's powerful sword.

You'll get to read all about Storm and his trials fighting Sküljagger in an 80-page color comic book/manual. As a new twist to the gaming industry, the manual's comic style makes it as much fun to read as the game is to play. Don't skim it, however. It's loaded with tips that help you master the cart.

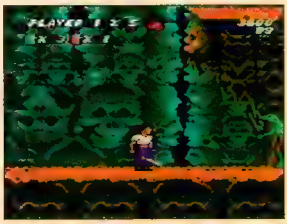
PROTIP: You may find that the letters in the top left-hand corner on each page of the manual spell out a way to beat the cart.

Fighting Action, Chapter by Chapter

Swelling music accompanies the side-view, multi-scrolling game play. It helps to keep you running, jumping, climbing, slashing, and blowing gum bubbles through seven gorgeous and colorful Chapters. Each lengthy Chapter consists of three parts, with a game total of 21 main terrains and over 50 hidden areas to explore, including boat docks, ships, and cliffs.

The Chapter endings vary depending on your actions during the game. Pick up the right box or slash the right object at the right time, and you're sucked into secret alternate endings. With your lightning fast sword, you'll have lots of fun uncovering all the secrets in this game. No matter how many times you play, you'll probably never find them all.

Hop into your own bubbles to become invincible and dangerous to your foes.



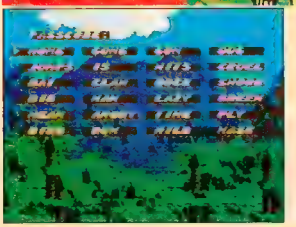
PROTIP: In Chapter 1, you'll find a secret warp after you leap to the second dock. Head right until you reach the third small barrel. Don't jump on the platform with the small brown barrel. Instead, push Y and you'll warp underground.

Yo, Ho, Ho, and a Bottle of Gum

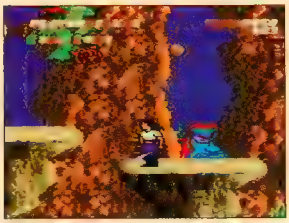
The weapons in this game are a bit unusual. You start out in possession of Sküljagger's stolen sword. Use it to slash your way through any object you run across. Some will open up to reveal Jemeralds. Red Jemeralds transform your sword into a long range weapon.

Storm Jaxon's also known for his homegrown gum. Each flavor (Cherry, Grape, Apple, Orange) has different functions. For example, when you blow bubbles with the Cherry flavor, you can float to previously unreachable heights. When you chomp on the Grape and Apple flavor, you blow an invincible bubble around yourself.

PROTIP: Chapter 4, the second part of Part 1: Strike the first pillar and you get a Cherry bubble gum icon. Blow a bubble and float up to the top pillar. You'll find a plethora of Jemeralds.



PROTIP: Rearrange this sentence – A MEAN BIRD CLAW IS NEAR THE BIG DOCK! – and you might find a code that'll catapult you to Chapter 3: Part 1.



Watch Out! These birds lay more than eggs.

Aye, Aye; Owww, Owww

Don't let those skirts fool ya. Capt. Sküljagger is not an easy one-eyed creep to fight. You'll die often! Luckily, you have five lives and one continue.

This is an innovative action/adventure that almost sails the SNES to its limits. The clever comic book manual adds a fun extra dimension to the game. If you're looking for action, land on Sküljagger and play up a storm.

AGGER
FANTASY GAMING
NESTICANS
...Pursued by Captain Sküljagger and his evil henchmen, Storm Jaxon discovers that he's run to a dead end at the end of the dock...
There's nowhere to run Jaxon!
Prepare to meet your maker!
Ha Ha Ha Ha!
Maybe it's you who'll meet his maker!!
Suddenly...
KABOOM!
To be CONTINUED...

Sküljagger: the Revolt of the Westicans
by American Softworks

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	4.0	5.0	ADV. Advanced

$59.95
4 megs
Available November

Action/Adventure
Two Player
Continues, Passcodes

SEGA GENESIS 16-BIT CARTRIDGE

WHY SETTLE FOR ANYTHING BUT "THE GREATEST"?

HOLD OUT FOR...

MUHAMMAD ALI™ HEAVYWEIGHT BOXING

VIRGIN GAMES

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Photo: James Drake/Sports Illustrated

SOUL BLAZER

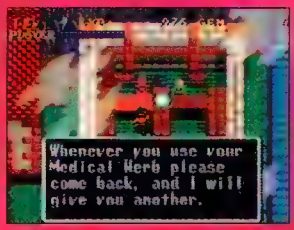
FANTASY GAMING

By Monty Haul

As if his kingdom were the Soul Shopping Network, greedy King Magridd of the Freil Empire sells his subject's souls to the devil Deathtoll for a gold coin apiece. Needless to say, the heavenly protector of the land, the Master, is not amused. He sends you, the Soul Blazer, to recover his disciples' spirits from the clutches of Deathtoll.

Act II?

Effortlessly blending hot overhead-view action with a good role-playing plot, Soul Blazer for the SNES is Enix's follow-up to last year's 16-bit smash side-scroller, ActRaiser. The game's not a direct sequel, but the mystical qualities and great orchestrated sound effects are obvious connections.



PROTIP: Touch the Village Chief's portrait with Dr. Leo's Paintbrush and enter the Evil World.

The game's fighting is top-notch, and the play control is excellent. You can smoothly run, swing your sword, and use sorceries. At first, the magic seems worthless, but higher-level spells can be useful and devastating. However, the puzzles you face are not complicated and usually require you to backtrack or use an item to pass. Soul Blazer has a standard RPG scenario – fight, gain levels, collect items, and do the same again – but it's still well executed.

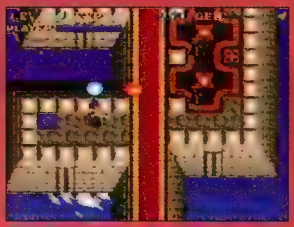
PROTIP: After you release Ivy from captivity, [illegible]

Soul Blazer's music score is as beautiful as ActRaiser's. Unfortunately, that's partly because the sound effects are lifted straight from 'Raiser. The classical tracks, however, are new and they're great. The graphics look good with some nice background touches, including flowing waterfalls and see-through clouds floating over the horizon.

Control Center

As the Soul Blazer, you set off on a campaign through six Freil towns to recover the inhabitants' lost souls. At the start of the game, you're the only living being left in the world. You wander the countryside in a no-fighting-allowed, top-down perspective. Once inside a labyrinth, the game shifts to all-action sword swinging and spell casting.

Stashed inside dungeons, Monster Lairs are your targets à la Gauntlet. They act as beastie boy generators and spew forth trolls, goblins, death flies, and other unsavory fiends for you to chop to bits. Wiping out these Monster Lairs frees people, plants, and animals from captivity. These newly freed prisoners communicate clues and help you track down Deathtoll. It doesn't end there. You can return later and interrogate them for more insight.



Right Generation: Your robot [illegible] launches magic, but he follows your movements. Position him correctly before casting spells.

The thing that keeps you coming back for more is the story of Freil. Rebuilding each city by unleashing captive souls is rewarding. Yes, one swordsman can save the world. Be forewarned, veteran dungeon crawlers, it's not as hard as you'd think. This game's challenge is mid-level. Beginning and intermediate players will find it most rewarding, and the battery save backs up your progress.

Soul Blazer's Soul

Soul Blazer is a successful balance of cross-world trekking, hack & slashing, and RPG adventuring in the tradition of The Legend of Zelda: A Link to the Past. The story's not too deep and the action's not too intense. The bottom line is this game's just right for soul searchers ready to reach out and touch someone's life.

Soul Blazer by Enix

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	5.0	4.5	INT. Intermediate

Price unavailable	Action/Role-playing
8 megs	One Player
Available now	Battery backup

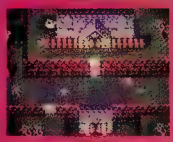
This Guy's Breath Could Kill You!

Good Thing He's On Your Side!

Forget the mouthwash! Firebrand, the last remaining guardian of the Ghoul Realm, must use his sizzling breath to save the empire. An unknown army has swept across the realm, smothering it in darkness. As Firebrand, you must incinerate your enemies as you find your way through the darkened realm. Ghouls everywhere will be counting on you! For once, bad breath is something to be proud of!

Fly through the realm and fry your enemies!

Search through the village for critical clues.



Sink your claws into walls and ceilings as you go.

...xploring the ...oundaries of the terr... ...bsence, a myste... ...fallen ov... ...n and the ... ...n under its spell. ...owns and cities ... ...heart of the darkness. ... ...st gargoyle. The hero can jump, f... ...many treacherous stages conta... ...nbies and other creatures. ...s in search of magical ite... ...the...

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Final Fantasy Mystic Quest

FANTASY GAMING

By Bro. Buzz

If the title of this game sends you into a Final Fantasy frenzy, sit on your control pads for a sec. Before you whip out your mapping paper, know that this isn't the Final Fantasy that hard-core role-players know and love. Final Fantasy Mystic Quest by Square Soft is a well-crafted and very easy-to-play fantasy RPG that was intentionally designed for first-timers or hard-core gamers who think role-playing eats up too much game time.

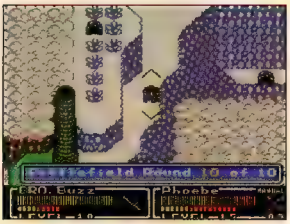
Looks familiar, but Mystic Quest isn't a full-fledged Final Fantasy.

Over and Under

This world has no connection to any other Final Fantasy world. Moreover, this game's only ties to the FF series are the four Crystals that you have to retrieve from four terrible monsters.

Even though this isn't a full-blown FF, you'll have a good time making this lengthy tour. The game features the Overworld, where you journey to the different area Icons, and the "underworld" inside the Icons were all the action takes place.

PROTIP: If you're stuck in shifting sands, press B repeatedly. Eventually, you'll wade through the stuff.



In the Overworld, you can get where you need to go fast.

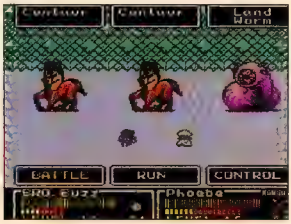
As in most RPGs, the more beasts you beat and the more territory you traverse, the more Points you rack up. Points build up your abilities in seven categories: Experience, Attack, Defense, Speed, Magic, Accuracy, and Evade. You also collect Gold in chests and find useful gear: 20 Items, 12 Magics, 16 Weapons, and 16 types of Armor.

PROTIP: You can stockpile items from Treasure Chests, such as Cure potions. Just exit the location and return. The Chest will be full again.

PROTIP: Always keep a few Bombs in reserve to blow open doors.

Ease on down the Road

Mystic Quest's user-friendly RPG design becomes apparent at the start: you don't build characters. Although you team up with several different characters, there are only two people in a party at a time. The game is set up to make fulfilling your mystic quest as painless as possible. For example, in the Overworld a single press of the directional controller slides you directly to another location. The Battle system is a breeze, and you automatically consume healing potions during a fight. The easy-to-follow manual even details in 27 stages how to find the first Crystal.



PROTIP: If you encounter a monster gang that seems too formidable, escape by selecting Run, but immediately re-engage them. You may face a weaker monster lineup.

This is the easiest RPG to get into ever. However, that doesn't mean it's a pushover. After you find the first Crystal, the manual abandons you, the mazes get tougher, and the monsters get stronger.

Looks Good, Sounds Good

The game's graphics are pretty good. You play via a familiar, RPG-style, three-quarter, overhead view that features some nifty, multi-scrolling backgrounds. In Battle screens, the monsters feature great detail, and for an RPG, there's a fair amount of animated fighting.

The sound effects are minimal but nicely done. The melodic music sets the appropriate moods and even rocks when it should.

PROTIP: Altogether now... "Save often!"

A quest worth taking.

Not the Final Final Fantasy

If you usually say "back off, dude, I'm just a button puncher" when someone offers you an RPG, you ought to check this game out. Persevere and your reward will be a good time and maybe the desire to take on other FRPGs. If you're a Final Fantasy fanatic, this version will just whet your appetite for the next full-bore installment.

Final Fantasy Mystic Quest
by Square Soft

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.0	INT. Intermediate

$39.99	RPG
4 megs	One Player
Available now	Battery backup

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SUPER NINTENDO ENTERTAINMENT SYSTEM

Super Buster Brothers

By the Unknown Gamer

Bubbles are bouncing all over the world, and that bad boy, the Super Buster Brother, has to bust those babies before they bash somebody. What??? No seriously, the world is under attack by brightly colored bouncing bubbles. As a Super Buster Brother, it's your job to burst the bubbles and clean up this slippery mess.

Around the World or Bust

In the style of classic games, like Bubble Bobble and Rainbow Island, Super Buster Brothers features level after level of one-player, bubble-bursting action. To understand how this game works, just follow the bouncing ball.

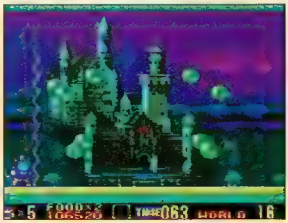
Super Buster Brothers (we're not sure what happened to the other brother) has two different modes of play. In the Tour Mode, your Buster Brother advances from country to country. In each country (a single screen with a nicely detailed scene from that country is the background), bubbles of different sizes fall from the top of the screen, bounce when they hit the ground, and then ricochet around the screen. If a bubble touches you, you're history. Your task is simple – pop all of the bubbles with your Harpoon Gun before time runs out. The problem is, each time you blast a bubble, it splits in two. To finally burst a bubble, you've got to blast it when it reaches its smallest size.

PROTIP: Don't blindly blow up bubbles. The more bubbles bouncing on-screen, the harder it is to dodge. Focus on destroying one completely, and then attack the next.

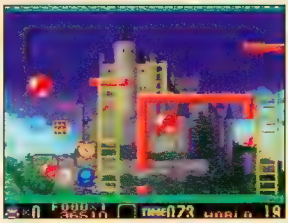
In the Panic Mode, you face 99 levels of nonstop popping action. In each level, you've got to pop bubbles until your Pop Meter is full. Only then can you move on to the next level.

Bubble-icious

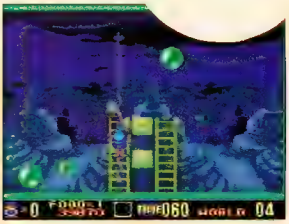
In both modes, your Buster Brother can run left and right, climb up and down ladders, jump off platforms, and fire his gun. Fortunately for Super Bro,' power-ups and other helpful items abound. Sometimes when bubbles burst or highlighted platforms are blown up, power-ups appear. In Tour mode, these include the Double Harpoon Gun, a Grappling Hook, a Clock (freezes bubbles for a set amount of time), Dynamite (blows all bubbles to their smallest size), and more. The Panic Mode features different, but equally helpful, power-ups.



PROTIP: Don't just fire at bubbles from underneath them. Stand to the side of an advancing bubble and fire your Harpoon or Grappling Gun so that the bubble bounces into the line of your gun and bursts.



PROTIP: Sometimes power-ups will appear out of nowhere when you simply fire at the ceiling or underneath a platform.



PROTIP: Fire at flying creatures for power-ups. If you nail the Capcom horse, you'll get a 1-up.

Bust a Move

Fans of Bubble Bobble and similar titles will find Buster Brothers has the same addictive quality. Pumped up 16-bit graphics, smooth tunes, and the game's two different modes combine with adjustable challenge settings to create a well-rounded package. If you're looking for a relaxing game that requires little brainpower, you just might want to bust a move with Super Buster Brothers.

Super Buster Brothers by Capcom

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	5.0	Adjustable

Available October '92
Action
One Player
Continues

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SIMEARTH

By Capt. Controller

Last year Nintendo released SimCity for the SNES and video gamers were turned on to a totally new category of exciting gaming called "Software Toys." Sure, all video games are toys. By definition though, a Software Toy has no winner or loser and the rules are less defined than in regular video games. These games encourage players to use their imaginations to create, instead of their thumbs to destroy.

It's Alive

FCI is bringing another top-selling computer Software Toy, SimEarth, to the SNES. SimEarth is a complex, but impressive, planet simulator. With a little help from this toy, and a lot of help from your own brain cells, you can create and manage your own world by manipulating its environment.

4.5 billion years ago, the
newly born Earth was much
smaller than it is today.
Many meteor crashes increased
the Earth's temperature.

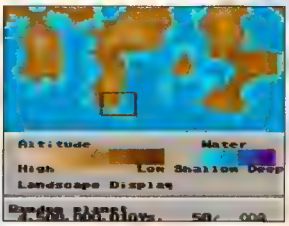
Create your very own world.

SimEarth is based upon the Gaia Theory. Proponents of the theory believe that the various components of the Earth's environment interact like those of a living breathing organism. You don't need to understand Gaia, however, to successfully play this game. All you need to understand is that the growth of life forms change a planet's environment. A planet's life forms, atmosphere, geosphere, and biosphere are interrelated. Naturally, the life forms on your planet are called SimEarthlings.

A Whole World in Your Hands

SimEarth is sort of a sequel to SimCity, but this game is much more complex and less intuitive than that city-building cart. In fact, you'll need to spend a considerable amount of time learning how this "toy" operates before you can truly explore the wonders of developing your own living, breathing planet.

If you're looking for mindless fun, look elsewhere. SimEarth requires serious thought of the scientific bent. You control every imaginable aspect of the environment, and a few you'd never imagine. For example, you set atmosphere, determine rainfall, create land masses, control erosion, regulate the internal temperature of the planet, and even set the carbon dioxide absorption rate of plants. A surprisingly easy to read manual succinctly explains all the terminology you'll need to know.



You're in control.

Creating life is what this cart's all about. There are 15 classes of life in the game, each with 16 species. Life forms range from Bacteria to Mammals. You can even have Dinosaurs walk your planet. In general, your goal is to create a favorable environment that over time enables your chosen life form to advance up the evolutionary scale, develop a civilization, and survive without polluting the planet to death or destroying it with a nuclear war.

PROTIP: If water-based life forms stop evolving, you need to create more shallow water areas. Land-based life forms need enough carbon dioxide, and the right balance of oxygen and air pressure.

Your world is populated by all creatures great and small.

PROTIP: To reduce the number of randomly occuring wars, allocate energy to Philosophy. To prevent Plagues, invest energy in Medicine.

PROTIP: Once your planet enters the Information Age, raise Science and Medicine on the Energy Allocation menu to their maximum levels.

There are several different world-building options in SimEarth. The First Scenario features eight planets for you to experiment on! Random Planet enables you to work on Earth in four of its different developmental time periods. Daisy World enables you to test the Gaia Theory.

Pick a world, any world.

Worlds Without End

Like any detailed RPG, each simulation within SimEarth is designed to take many hours to complete. If you're looking for an extremely in-depth, scientific, environmentally-conscious game that'll capture your imagination, check out SimEarth. You might just become an almighty force in the video game galaxy.

SimEarth by FCI

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	5.0	4.5	ADJ. Adjustable

Price not available
Available Nov '92
Simulation

One Player
Battery backup

Brain Transplant, $39.99.

Here's a brainy idea: Pick up Mystic Quest,™ the world's first role-playing game especially designed for the entry-level player.

Easy-to-read icons put your head in the game immediately. Skull-tingling action keeps it there. Then there's constantly changing 16-bit characters and enough heady combat to scramble your synapses.

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Hey, you don't need to be a brain specialist to see what a smart deal that is.

SQUARESOFT

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By Andromeda

A force of mysterious, rampaging commandos are attacking the Earth. The planet's only hope for salvation is GunForce, a multinational army that's armed with the latest in technology and military strategies. Strap on your weapons, climb into your commando boots, and prepare to defend your planet.

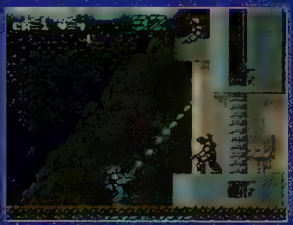
Fire at Will

It's nice to know that some things never change...well almost. GunForce, (and yes, it is the GunForce of arcade fame) looks and plays pretty much like its famous predecessor. This means you get five vertically- and horizontally-scrolling stages of run 'n' gun arcade-style action.

In this one- or simultaneous two-player shooter, you walk, run, or ride across hostile terrains that have been infiltrated by enemy soldiers. The object is simple – survive to the end of the level and defeat the not-so-tough bosses that await you. By the way, fans of the Contra series will note a distinct similarity between GunForce's bosses and those of Contra.

PROTIP: Blow away the final boss in seconds with this easy maneuver. First, destroy the boss' System Area Box. Next, hop inside the box 'cuz you're safe from enemy fire there. Finally, fire up towards the boss' head and he's done for.

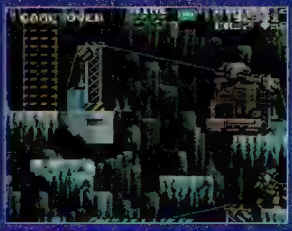
Obliterated enemy commandos frequently drop power-ups that increase your chance for survival. These weapon enhancements range from rapid fire on your normal gun to different types of weapons, such as a flame thrower.



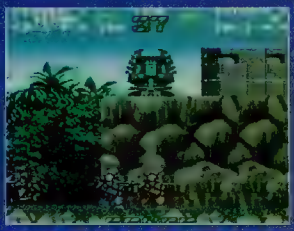
PROTIP: Sometimes, less is more. The most useful weapon in GunForce is the Normal Gun in combo with an SNES controller or joystick that has Turbo Fire. Turbo is better than the game's Auto Fire because it fires much more rapidly.

Ticket to Ride

Your soldier is relatively fast on his feet. He can climb and leap to points of safety. He can also climb aboard empty vehicles, such as tanks, jeeps, and helicopters, to take a ride.



PROTIP: Your mercenary can run faster than the screen can scroll. Stay to the right-hand edge of the screen and fire continually. You'll blow away enemy troops before they even appear on-screen.



PROTIP: Use the old Two-Player trick to add extra continues to your game. Begin a regular game. When Player One is about to die, bring in Player Two and continue with 12 more lives.

You live or die based on the amount of damage you take from enemy troopers and fire. You've got three lives per game and four continues – 12 in all.

Force the Issue

GunForce is a more than passable translation of the coin op classic, despite some slowdown and game play that doesn't match up to the arcade version.

Graphically, the look and feel of the original comes across with style. If you're a fan of GunForce/Contra style games, GunForce just might blow you away!

PROTIP: Hitch a ride on enemy vehicles whenever possible. Not only can you use their weaponry to blow away enemy soldiers, but you're also safe from damage.

GunForce By Irem

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.0	4.0	Adjustable

ADJ.

$59.95
4 megs
Available November

Action
Two Player
Continues

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BODYGUARD™

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PROTECTIVE COVER

By Andromeda

Oh boy! The last thing Mickey remembers is playing ball in the park with Goofy and Pluto. Wham, he got bonked on the noggin! Next thing he knows, a mysterious gent in a flowing robe tells him that Pluto's been dog-napped by Emperor Pete.

Make Beautiful Magic Together

In this tail-twitching adventure starring Disney's favorite star, you've got to guide Mickey through seven different areas, (each with two to three sub-stages), as he searches for his missing canine companion. Whether Mickey's searching the Treetops, a Dark Forest, or a Cavern, the game's vertically- and horizontally-scrolling, alternating two-player action features oh-so-gorgeous Disney graphics.

Mickey's not just another pretty face, though. Magical Quest's graphics are backed up by a tough game with a Marioesque style of hop 'n' bop play. The plot's magical twist is Mickey's ability to swap personas and powers by changing costume. As he battles through the different areas, he earns three different costumes: a Fireman suit, a Magician suit, and Mountain Climber garb.

When he dons any of these different outfits (which he does by popping behind a little curtain), he has moves and abilities that help him through a specific area. For example, when Mickey slips on the Magician suit and his magical Turban, he can take aim and fire a blast of magic at passing foes. In his fire suit, Mickey wields a fire hose that douses fiery foes with a ferocious blast of water. And wait'll you see Mickey rappel up a mountainside!

Mickey dons a Turban and gets to make his own special kind of magic.

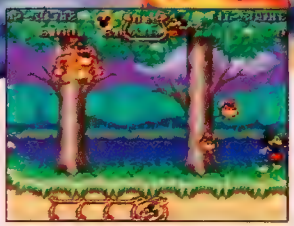
Mickey gets to shop 'til he drops.

Once he's gathered his different costumes, Mickey turns into a quick change artist.

Rolling, rolling, rolling...keep those tomatoes rolling.

The Magical Quest starring Mickey Mouse

Mickey's ready to put out any fire.



Bosses, like this one in the Treetops, drive Mickey batty.

We'll have a full review on The Magical Quest Starring Mickey Mouse in an upcoming issue of GamePro. In the meantime, sneak a peek at these screens, and you'll see that Capcom and Disney are busy making magic!

The Magical Quest Starring Mickey Mouse By Capcom, Available November

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Fatal Fury $52
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In 'TALESPIN' you must help Baloo & Kit win an incredible round the world flying contest in the trusty Sea Duck. Don Karnage and his Air Pirates will try to thwart your progress as you travel by land & air. Features 1 or 2 players simultaneous. $39

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Radio Flyer $54
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Rocky & Bullwinkle $49
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CRASH 'N' THE BOYS™ STREET CHALLENGE

"Crash" Cooney and his posse from Southside High own every sports record in Spring Hill history. Legends? Heroes? Not in this town—where Todd Thornley and all the rich snobs up on the Hill think Southsiders are low-lifes.

So Todd and the silver-spoon mama's boys at the three "Hiller" schools have issued a desperate challenge to save their fading reps: Let's take it to the streets in the Southside...no rules...no refs...no penalties—and we'll see who comes out in one piece.

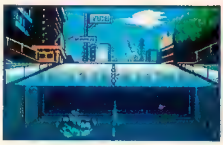
And just in case the Hillers can't handle Crash 'N' The Boys, Todd's rich daddy has fielded Team Thornley—a ringer group of super-athletes from Thornley Industries.

Five radical events. Five motivated teams. Five members per team. Only one winner.

Hot Sports Action For 1-4 Players!

Southside's Crash Cooney sets another 400M Hurt-les course record. Crash and the Southside Boys—Cheese, Noise, Dragon and Sting-Ray—put the Hillers to shame.

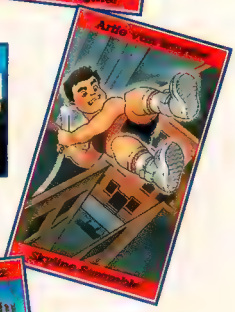
Todd Thornley forgets to let go and takes a ride in Hammer Throw Golf. His Washington High team has been humiliated by Crash once too often. This time it's personal.



"Spreck" Spreckles, Jefferson High's captain shows his lethal moves in the Water Slaughter. He thinks Lincoln and Washington are almost as bad as Southside. Almost.

Artie Van Smythe vaults from rooftop to towering rooftop in the Skyline Scramble. Lincoln High's team captain despises the Southsiders—especially Crash.

Rocky Rockowitz makes use of the devastating super kick in the Judo event. The elite, computer-controlled Team Thornley is out to crush Hillers and Southsiders alike.



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FREE Bonus Section!

Street Fighter II

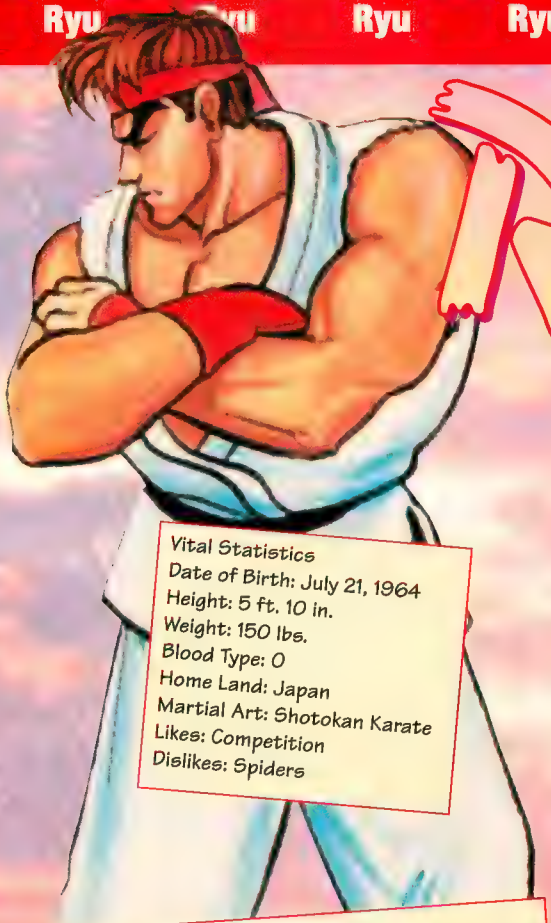
trategy Guide

#3 of four

Ryu • E. Honda • Sagat

16 pages of game-winning shots, blocks and combos!

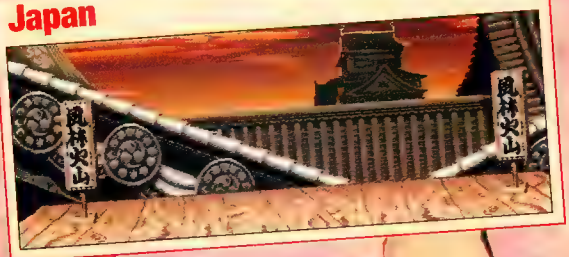
Ryu



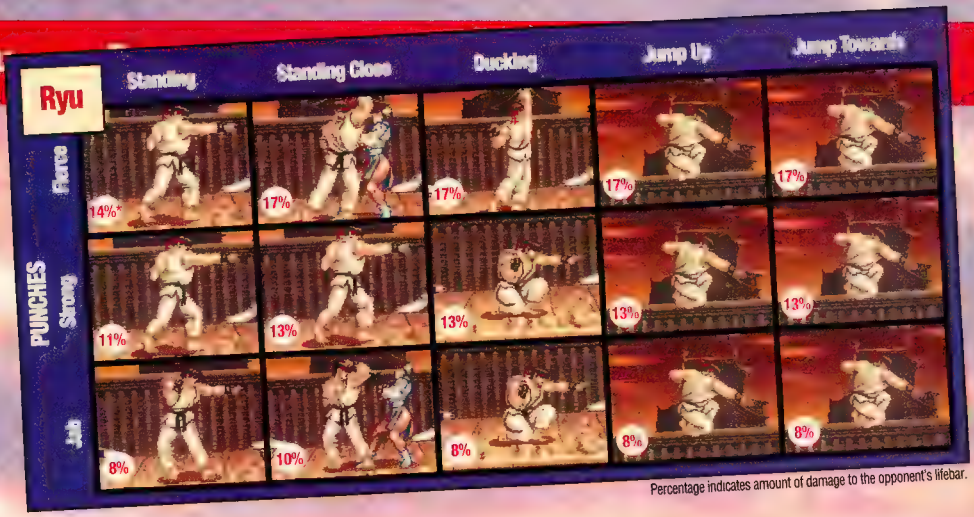
Vital Statistics
Date of Birth: July 21, 1964
Height: 5 ft. 10 in.
Weight: 150 lbs.
Blood Type: O
Home Land: Japan
Martial Art: Shotokan Karate
Likes: Competition
Dislikes: Spiders

Like Ken, Ryu studied to master the Shotokan martial art at an early age. Before entering the Street Fighter I tournament, he and Ken fought together under the guidance of grand master Sheng Long. However, they parted ways after the last fight, and Ryu toured the world in search of worthy opponents. He was never truly challenged until now, the Street Fighter II epic event. Ryu has honed his Dragon Punch, Fireball, and Hurricane Kick to keep pace with the competition. He aspires to improve his techniques beyond his friend and rival Ken's abilities.

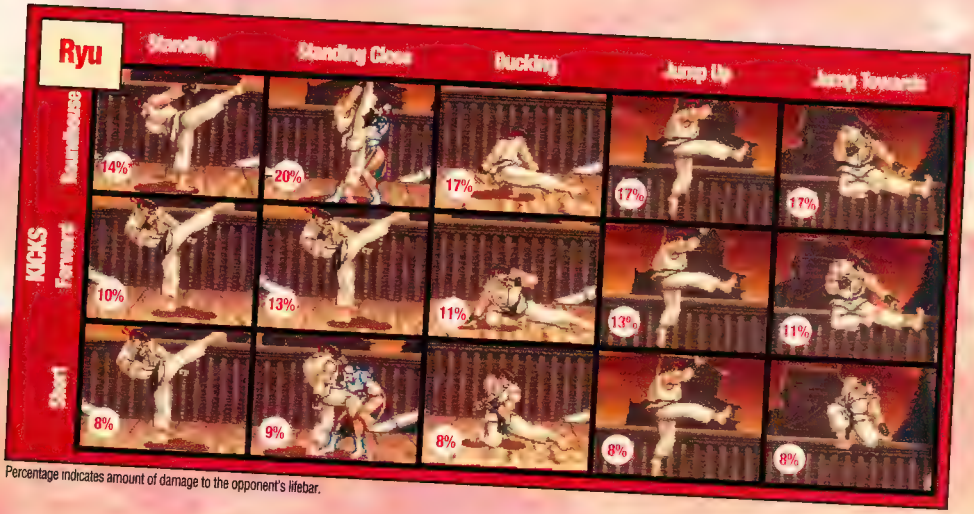
Japan



Quote
"You must defeat my Dragon Punch to stand a chance!"



Percentage indicates amount of damage to the opponent's lifebar.



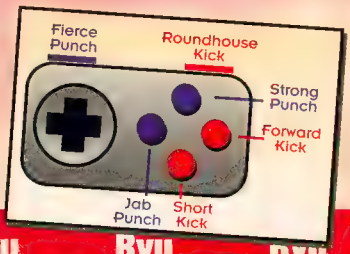
Percentage indicates amount of damage to the opponent's lifebar.

Key to Commands:

Towards: Push the joystick horizontally in the direction of the opponent.

Back: Push the joystick horizontally in the opposite direction of the opponent.

Charge: Hold the joystick in the direction indicated for two seconds.

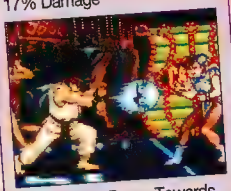


Ryu Ryu Ryu Ryu Ryu

Ryu Ryu Ryu Ryu

SPECIAL TECHNIQUES

Fireball
17% Damage



Press Down, Down-Towards, Towards, and any punch button to throw Ryu's mystic Fireball. Use it to trap the enemy against the edge of the screen and counter aerial attacks.

Hurricane Kick
13% Damage Per Hit

1) Press Down, Down-Back, Back, and any kick button to fly forward with a deadly spin-kick move.
2) You'll cruise over projectile attacks, such as Guile's Sonic Boom.

KILLER THROWS

Shoulder Throw
25% Damage

Hold Back or Towards an opponent on the ground, then press Strong or Fierce for a body toss. To make this attack easy, duck and press Jab. When the opponent blocks, quickly use the throw!

Back Roll
25% Damage

Move close to the opponent, then press Back or Towards, plus Forward or Roundhouse, to roll him into the dust. Upon completion, you'll be a safe distance away from the enemy.

AWESOME ATTACKS

Dragon Punch
13% Damage Standing
25% Damage Standing Close

1) Press Towards, Down, Down-Towards, and any punch button to use Ryu's awesome uppercut, also known as the Sheng Long.
2) The Dragon Punch is your ticket to temporary invincibility.

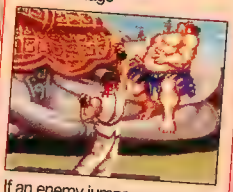
Axe Kick
20% Damage

Move close to the enemy, then stand still and press Roundhouse. You'll use a great double-hit high kick.

Foot Sweep
17% Damage

Knock the opponent off his feet with a ducking Roundhouse. This is a great counter to missed special techniques.

Standing Uppercut
20% Damage



If an enemy jumps near you, hold down Down and press Fierce. You'll uppercut the flying body out of the air.

Dragon Combo
47% D

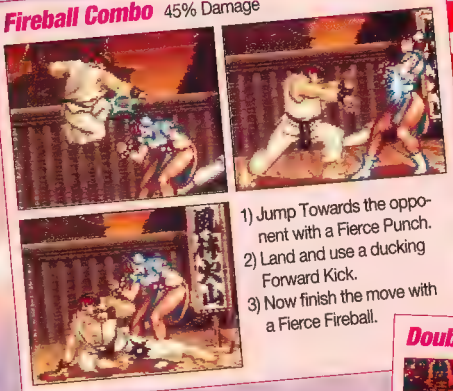
Short Kick Combo

Helicopter Combo
40%

Ryu Ryu Ryu

CRUSHING COMBOS

Fireball Combo 45% Damage



1) Jump Towards the opponent with a Fierce Punch.
2) Land and use a ducking Forward Kick.
3) Now finish the move with a Fierce Fireball.

Double-Hit Fireball 27% Damage Jab 30% Damage Strong 34% Damage Fierce

1) Press any punch button to attack, and hold down the button as you use a Fireball.

2) For a double-hit, release the button as you complete the Fireball.

Double-Hit Dragon Punch 42% Damage Jab

1) Begin your motion for a Dragon Punch. In the middle, press Fierce punch.

2) Complete the Dragon and press Jab. You'll score two huge hits!

e

1) Jump Towards an opponent with your Fierce Punch.
2) Land and use a standing Fierce.
3) Simultaneously execute a Fierce Dragon Punch.

Damage

1) Jump and smack the opponent with a Short Knee.
2) Land, duck, and tap Short for multiple hits.
3) Dizzy the opponent, then execute the combo again for a second deadly Dizzy!

age

1) Jump Towards an enemy with a Fierce Punch.
2) Land and use a standing Jab.
3) Simultaneously execute a Helicopter Kick for three hits in sequence.

Triple-Hit Combo 51% Damage

1) Jump Towards the opponent and throw a Fierce Punch.
2) Now use a standing-close Fierce Punch.
3) Complete the combo with a Fierce Fireball!

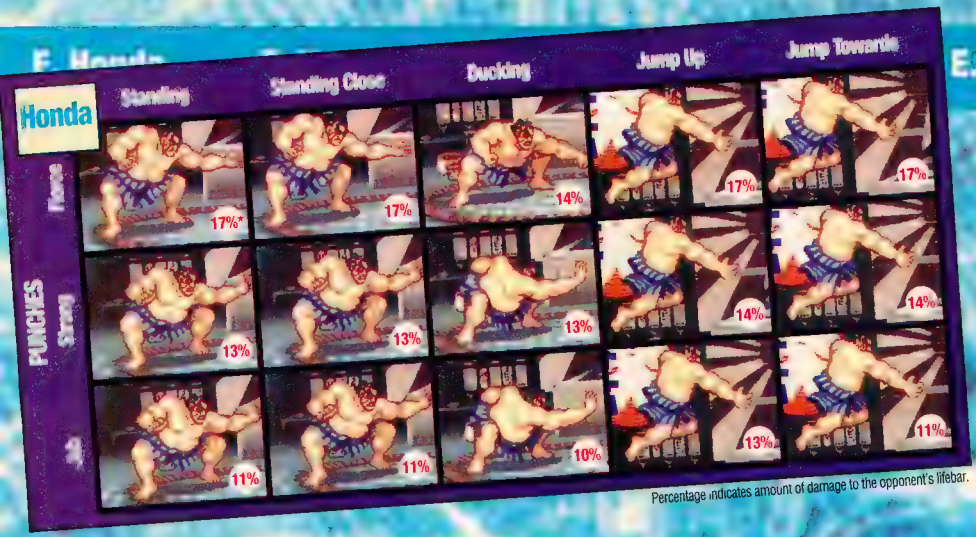
E. Honda

As Japan's premiere Sumo Wrestler, Edmond Honda fights hard in the ring. After winning the "Yokozuna" title, he decided to enter the Street Fighter II tournament to demonstrate his abilities to the world. When the other contestants laughed and challenged the validity of Sumo in the martial arts arena, Honda vowed to prove his superiority by crushing his opponents. A fierce devotion to his art has taught him to be patient and channel his powers into awesome attacks such as the Sumo Head Butt and the Hundred Hand Slap.

Vital Statistics
Date of Birth: November 3, 1960
Height: 6 ft. 2 in.
Weight: 304 lbs.
Blood Type: A
Home Land: Japan
Martial Art: Sumo Wrestling
Likes: Bathing, Discipline
Dislikes: Indecisiveness

Japan

Quote
"It's natural for a Sumo Wrestler to become the world's strongest!"



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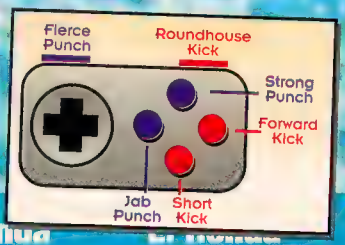
Back: Push the joystick horizontally in the opposite direction of the opponent.

Charge: Hold the joystick in the direction indicated for two seconds.



SPECIAL TECHNIQUES

Sumo Head Butt

17% Damage

1) Pull Back or Down-Back to Charge, then press Towards plus any Punch button to propel your entire body at the opponent. The stronger the Punch button you use, the faster you'll fly through the air.
2) If you use the Jab button to execute the Head Butt just as opponent starts an attack, you'll be invincible! This is especially useful against airborne enemies.
3) Use the Head Butt when an enemy misses a special technique for devastating results. You can even charge Back during a Torpedo to fly back and forth across the screen.

Hundred Hand Slap

17% Damage

Tap any Punch button rapidly to charge up Honda's Hundred Hand Slap. This blinding flurry of fists will daze and destroy the enemy. You can charge the Hand Slap while jumping or using a throw attack.

AWESOME ATTACKS

Sumo Splash

13% Damage

Jump in the air, then hold Down and press Forward. You'll land stomach-first on the enemy's face!

Knee Bash

25% Damage

Stand close to the opponent, then press Forward. You'll hit the enemy twice with a fast foot.

Low Foot Sweep

14% Damage

Duck close to the opponent, then press Roundhouse to take down the enemy with one easy hit.

Butt Crush

11% Damage

Leap in the air, then hold Down and press Short. You'll drop a B-bomb on the opponent!

GamePro, November 1992, issue. For subscription information write to GamePro Magazine, P.O. Box 55527, Boulder, CO 80322-5527.

STREET FIGHTER II

STREET FIGHTER II
Sagat
Balrog
Chun Li
Vega
E. Honda
Dhalsim
Ken
Zangief
M. Bison
Blanka
Ryu
Guile

KILLER THROWS

Bear Hug
33% Damage

1) Stand close to the opponent, then hold Towards or Back and press Fierce to crush his or her body against your chest.
2) To use this attack easily, throw a jab. When the enemy blocks, execute the Bear Hug.

Shoulder Throw
25% Damage

Move close to the enemy, then hold Strong or Back and press Fierce to toss the opponent to the turf.

High Foot Sweep
14% Damage

Stand several steps away from the opponent, then press Roundhouse. You'll knock the opponent right off his or her feet with a long-range leg!

CRUSHING COMBOS

Knee Combo
42% Damage

1) Jump Towards the opponent and use a Fierce Punch.
2) Land, stand close, and press Forward.
3) Your Knee Bash will inflict two hits to pile up mega damage!

Triple-Hit Combo
44% Damage

1) Jump Towards the enemy and throw a mid-air Fierce Punch.
2) Stand close and use a Strong Punch.
3) Complete the combo with a ducking Fierce Punch.

Sagat

Quote:
"You are not a warrior, you're a beginner!"

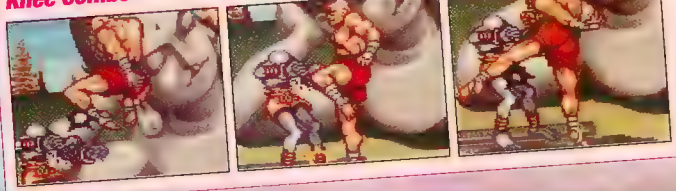
Vital Statistics
Date of Birth: July 2, 1955
Height: 7 ft. 5 in.
Weight: 172 lbs.
Blood Type: B
Home Land: Thailand
Martial Art: Muay Thai
Likes: Strong Opponents
Dislikes: Sheng Long

Sagat dominated the Street Fighting circuit as the greatest kick boxer ever to walk the Earth, but Ryu's strength, discipline, and lethal Dragon Punch burned a scar in his chest. After suffering this humiliating defeat in Street Fighter I, Sagat retreated to his home in the Thai jungles to train for revenge. To counter Ryu's devastating "Sheng Long" Dragon Punch, Sagat developed the Tiger Uppercut which he can use with split-second timing. Unlike his opponents, Sagat throws low and high Tiger Fireballs.

Thailand

CRUSHING COMBOS

Knee Combo



1) Sagat leaps in the air with his Flying Knee.
2) Then, he unleashes a Double-Hit Kick when he lands.
3) These three fast blows will knock you dizzy!

Sagat Sagat Sagat Sagat Sagat Sagat

SPECIAL TECHNIQUES

Tiger Uppercut

1) Sagat slams jumping opponents with the Tiger Uppercut, his answer to the Dragon Punch.
2) Watch yourself. This long-range move starts low and finishes high in the sky. Getting hit by the Uppercut is an "uplifting" experience!

AWESOME ATTACKS

Double-Hit Kick

1) At close range, Sagat doubles up his damage with this Roundhouse Kick.
2) This attack gives you a headache with two quick hits in sequence.

Flying Knee

A mid-air master, Sagat bewilders you with this knee attack. Block high or pay the price in pain!

Tiger Fireball

1) Sagat knows projectile weapons! The Tiger Fireball can hit high.

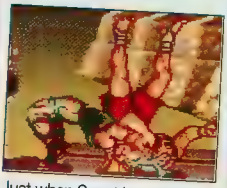
2) The Fireball can also nail you low. Be prepared to block!

WEAKNESSES

High Shots

1) Sagat's most vulnerable after missing a low Tiger Fireball.
2) Nail him in the head and use a combo attack to take him out.

Uppercut Counter-Attack



Just when Sagat lands after a missed Uppercut, throw or hold him for easy damage.

Low Blows

Trip up Sagat with a ducking Roundhouse when he misses a high Tiger Fireball.

Sagat Sagat Sagat Sagat Sagat Sagat

RYU

Head to Head

vs. Chun Li

When Chun Li uses a Whirlwind Kick, toss a Fireball. Then attack with a combo while she's stunned.

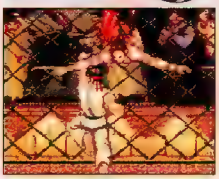
vs. Blanka

If Blanka rolls into a ball, counterstrike with a Dragon Punch for a massive hit. Toss Fireballs to keep him at a distance.

vs. Sagat

Lanky Sagat can't withstand low Short Kicks. If Sagat misses an Uppercut, blast him with a Dragon Punch.

vs. Vega



Wear down Vega with Fireballs. When he climbs the fence, stand still and use a Fierce Dragon Punch.

vs. Guile

The army vet's vulnerable after a missed Flash Kick. Immediately throw a double-hit Dragon Punch. Don't get sucked into a Fireball fight or you'll suffer the backhand consequences.

vs. Balrog

A Hurricane Kick takes out the trash with ease. Balrog's massive girth makes him susceptible to multiple hits.

vs. Ryu

Ryu's a master of the Dragon Punch, so don't leap directly near him. Instead, stand your ground and attack with Fireballs and close-in Back Rolls.

vs. Ken

Ryu finally meets his match in Ken, a character with identical moves. Throw Fireballs to keep him away and rely on Sheng Long when the action gets hot and hairy.

vs. Zangief

Throw a Fireball and Zangief will be forced to use a Spin Punch for protection. Now, move in and drive your point across with a Roundhouse Foot Sweep.

vs. Dhalsim

Anticipate his long-reaching kicks and toss Fireballs to take him down. Throw the Dragon Punch when Dhalsim uses a Yoga Spear.

vs. E. Honda

Throw a Fireball to give Honda a hotfoot. When he leaps away, it's Fierce Dragon Punch time.

vs. M. Bison

Don't throw Fireballs or Bison will use a Scissor Knee. Instead, knock Bison away with flying Roundhouse Kicks followed by a multi-hit combo. Use Fireballs to terminate his Flaming Torpedo.

Ryu wins gold in the Street Fighter games, but he refuses to take his place in the winner's circle. Instead, he retreats to the seclusion of a pristine waterfall to practice his moves for the next World Warrior tourney!

E. HONDA

Head to Head

vs. Chun Li

Use your invincible Head Butt to stop Chun Li's Toe Tap maneuver, then crouch and attack with quick Jabs.

vs. Zangief

Use Fierce Head Butts and Zangief will feel the pain. If he uses a Spinning Clothesline, duck and counter with a Low Foot Sweep.

vs. Guile

Leap over Guile's Sonic Booms and use your Triple-Hit Combo. Block Flash Kicks and counter with a Fierce Head Butt.

vs. Ken

Don't use the Hundred Hand Slap or Ken will toss Fireballs. Instead, move within range and catch Ken when he's unprotected with a combo or throw.

vs. Balrog

No contest! Simply jam on the Jab button to use the Hundred Hand Slap technique. Balrog will be punished!

vs. Sagat

Leap over Sagat's low Fireballs and execute the Triple-Hit Combo. Leap away from his Uppercuts and use the Roundhouse Kick.

vs. Ryu

Use your invincible Head Butt to stop Ryu's Hurricane Kick, then Hundred Hand Slap him quickly and efficiently.

vs. Vega

When Vega starts a flying attack, jump and counter with a high Roundhouse Kick. Then, while Vega's vulnerable, jump Towards him and inflict several doses of Roundhouse damage.

vs. Blanka

Counter Blanka's Ball Attack with a Jab Punch. If he attempts a mid-air combo, use a Jab-button Head Butt followed by a throw.

vs. Dhalsim

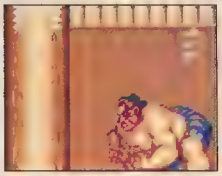
Jump Towards Dhalsim and throw a Fierce Punch to counter the Yoga guru's extended arms. Be careful, Dhalsim slides under your Head Butts.

vs. E. Honda

Your best strategy is a full-out assault from the air, including combos and Hundred Hand Slaps. He can use the invincible Head Butt, but so can you!

vs. M. Bison

Rely on the invincible Head Butt to counter Bison's arsenal, including the dreaded Scissor Knee. Throw him just before he tries a Flaming Torpedo.



After Bison's relieved of his Street Fighter title, Edmond Honda returns to his bathhouse in Japan to celebrate. He munches on a well-deserved meal of "nabe" as his students admire his well-rounded body.

BLOW 1000 BIG ONE$ . . . AT

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It's VideoMania Month at Toys R Us! And what better way to celebrate than with a $1,000 shopping spree at America's video game headquarters! Burn the rubber off your shopping cart as you pick up all the newest video game hardware, software and accessories!

And that's not all! More winners will receive copies of Street Fighter II for the Super Nintendo courtesy of Capcom U.S.A. Get ready to rumble as you face eight of the wildest fighters the world has ever known. Can you survive? Can anyone?

5

First Prize Winners

Five first place winners will receive a prize package featuring a copy of the mega-selling title Street Fighter II for the Super NES, plus a Street Fighter II Collection Edition t-shirt, baseball hat and sticker set, and a 1-year subscription to GamePro magazine!

1

Grand Prize Winner

One winner will receive a $1000 gift certificate good for video game hardware software and accessories at the Toys R Us store nearest them! What a bonanza!

10

Second Prize Winners

Ten second place finalists will be looking good with a Street Fighter II Collection Edition t-shirt and baseball hat.

To Enter

Print your name, address and age on a 3 x 5 card and send it to:

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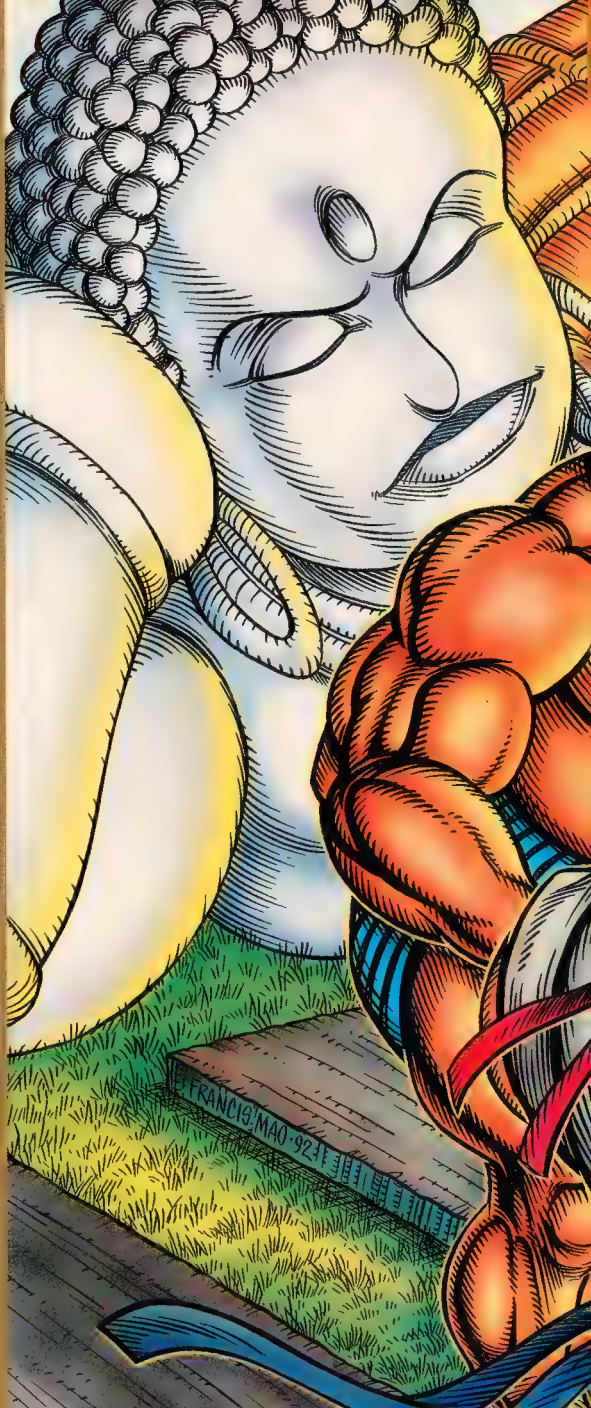
5NNE8

Next Issue:

Guile

Blanka

M. Bison



DIE HARD

BATMAN RETURNS
WONDERDOG
COBRA COMMAND
SEWER SHARK
TERMINATOR
WOLFCHILD
STELLAR 7
OUT OF THIS WORLD
MOONWALKER
SPACE QUEST
DUNGEON MASTER SKULL KEEP
WILLY BEAMISH

SHAPE SHIFTER
PRINCE OF PERSIA
DRAGON SLAYER
SHADOW OF THE BEAST
RIOT CITY
SPLASH LAKE
GATE OF THUNDER
[illegible]
COSMIC FANTASY 2
CAMP CALIFORNIA
RAIDEN 3

OCTOBER/NOVEMBER RELEASES

GENESIS — Madden '93, MLPA '93, Power Monger, Road Rash 2, Tony La Russa BB, JP [illegible], Splash Gordon, Young Galahad, Twisted Flipper, Chakan, Home Alone, Sonic 2, Young Indy Jones, Hio Hazard Batt[illegible], B Bomb, NFL Sportstalk FB, Global Gladiators, Muhammad Ali, World Trophy Soccer.

SUPER NES — Prince of Persia, RoboCop 3, Cool World, NFL Football, Axelay, Radio Flyer, Battle Blaze, Blazeon, Spide & X-men, Harley's Adv., Phalanx, Desert Strike, Out of this Word, Warp Speed, Hook.

TURBO DUO/GRAFX — Dead Moon, Air Zonk, Ghost Manor, Shapeshifter (CD), Prince of Persia (CD), H[illegible], Chase H.Q., Shadow of the Beast (CD), Dragon Slayer (CD), Loom (CD), Forgotten Wrlds (CD).

NEO GEO — World Heroes, Art of Fighting, Viewpoint, Sengoku 2.

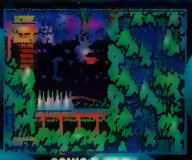
LYNX — Steel Talons, Shdw of the Beast, Pinball Jam, Baseball Heroes, Pit Fighter, Dirty Larry, Rolling Thunder, Dracula 4 Meg.

GAME GEAR — Alien 3, Batman Returns, Chuck Rock, Indy Jones Last Crusade, Prince of Persia, Humans, Taz Mania, Agassi Tennis, Strider 2, Double Dragon, Terminator.

SUPER FAMICOM — Double Dragon, Ogre Battle, Sonic Blast Man, Dragon Quest, Fist of the North Star 6, Mickey's Myst Quest, Silva Saga, Deadly Moves, Gundam V, Gunforce, Final Fantasy V, Cybernator, Star Wars.

MEGA DRIVE — Super Chase H.Q., Time Gal (CD), Land Stalker, Ninja Gaiden, Ninja Aleste (CD), Clutch Hitter (CD), Wonderdog (CD), Junkers High, Black Hole Assault, After Burner 3 (CD), Deadly Moves, Magend Saga, Arcus 1, 2, 3 (CD), [illegible]-Loc, Gauntlet, Devastator (CD), Xenon 2, Chiki-Chiki Boys, Final Fight (CD), Super League (CD).

PC ENGINE — Exile 2 (CD), Monster Maker (CD), Cosmic Fantasy 3 (CD), Super Darius (CD), Slime World (CD), Snatcher (CD), Baby Joe (CD), Bonanza Bros.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WONDERDOG'S (MEGA-CD)

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SPECIAL FEATURE:

SNES CD REPORT

Even as Sega and Turbo Technologies Inc. launch full speed ahead into the age of CD-ROM video gaming, Nintendo is launching a plan next year to make a big late entry splash into CD games. The Big N has spoken the magic number, "32," as in 32-bits.

32 and Counting

At the Shoshinkai Software Show in Tokyo, Japan, Hiroshi Yamauchi, president of Nintendo, announced that the Super NES CD-ROM system will contain a new custom 32-bit processor. This announcement added spice to Nintendo's already intriguing unveiling of its SFX custom chip, which Nintendo claims will break new ground in 16-bit 3-D visual effects (see ProNews this issue). In fact, according to Yamauchi, the Super NES CD will offer a quantum leap in game play over Super FX games for the Super NES by offering CD developers twice the processing power and speed. Development of the 32-bit CD unit will be completed in 1993 with mass production possible by August 1993.

The CD-ROM will connect to the SNES system unit, and it will contain a 32-bit CPU. A separate system cartridge, which will slide into the SNES cartridge slot, will help orchestrate all the game-playing action. The SNES CD will support the CD-ROM XA bridge format. This should make it possible to interleave game playing data, which will sharply reduce seek time. The 32-bit processor should cut it down even further.

Going to Disc

The new SNES CD ROM development systems will soon be available for Nintendo third party game makers. Absolute, Electronic Arts, Sony Imagesoft, Square Soft, and Virgin Games (see The Seventh Guest, GamePro, Sept. '92) already plan to go for it. Accolade, Enix, Jaleco, Sunsoft, and Tradewest say they're definitely "considering" SNES CD games. Konami, Capcom, and Acclaim aren't going on the record yet, but who wants to bet that they don't have SNES CD plans?

Laser Discs for the SNES CD

American Laser Games (currently the only producer of full-motion, live-action, coin-operated, laser disc arcade games) has signed an agreement with Nintendo to develop SNES CD-ROM games. Nintendo will likely license all five of ALG's current coin-op games: Mad Dog McCree, Who Shot Johnny Rock?, Space Pirates, Gallagher's Gallery, and Mad Dog II: The Lost Gold, a new game due out soon.

Disc to Disc

The ALG/Nintendo union for CD looks like a perfect match. ALG arcade units are based on multimedia technology, which combines filmed motion video images processed by video compression and decompression and is enhanced by computer-generated images, animation, and sounds. A full-motion coin-op game incorporates a laser disc, which contains filmed action in all possible scenarios during the course of play. The characters in the games are stunt men and women, who've been filmed on sets and site locations.

The game's programming uses a technique called "branching," which changes the scenario in the game based on variable outcomes, such as hits or misses. The course of play is always different, depending on variables in the programming and a player's choices and skill. Programming for branching live-action, interactive videos requires handling a mind-boggling 256 million values of information on one screen every one-thirtieth of a second. Take it from us, that's alot.

American Laser Games

For a glimpse of compact discs to come, here's a rundown (in order of release dates) on American Laser Games coin-ops currently residing in arcades around the world. All these games use a big-screen video display and a hand-held six-shooter.

Mad Dog McCree

Outlaw Mad Dog McCree and his henchmen have taken over a Wild West frontier town, locked the sheriff in his own jail and are wreaking havoc in the saloon, the post office, and the stable. You play the "Stranger," who has to clean up the one-horse town and outgun McCree in a final showdown. After a warm-up target practice, you get to clean up the town. Rescue townspeople and they reveal clues to Mad Dog's hideout. To enter Bonus Rounds, you blast cow skulls and spittoons when they appear. Go ahead, make your day when you play this.

Who Shot Johnny Rock?

It's the Roaring '20s, and someone's popped (as in "shot dead") popular singer Johnny Rock. Johnny's girlfriend charges you with finding the culprit. In this action-packed gangster whodunnit, the trail takes you to a variety of seedy locales, including a pool hall, a warehouse, a funeral, and a wild party. Bad guys with tommy guns try to fill you with lead. This bullets the challenge into a modern monster that even surpasses Mad Dog McCree. Your pal, Gal Friday, calls you on the phone and provides you with clues. You can also sweat info out of shady characters at every scene. Speakeasy and carry a big gun.

Space Pirates

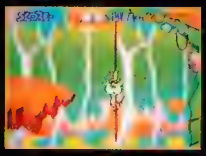
Continued on page 120.

LOOK OUT!!!

THE CAT'S OUT OF THE BAG!

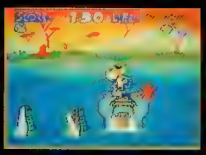
CHESTER CHEETAH

Ya, Baby, this guy's jive, and I'm just trying to stay alive. I'm on the run for some real fun. Being in Four Corners Zoo, there's not much to do. So, if I don't blow, Mean Eugene, the Zoo Keepin' Fiend will steal the show. But when we scram, we'll be on the lam. Problem is, I need my bike and it is not where I like. The parts are hidden somewhere in the zoo. I need you to find them too. Then, me and the boys can hit the road, cause life in a zoo just got old. Take it from me, "You Gotta Be Free!" It's not cool to be treated like a fool. So help me out. Grab a bag of Cheetos now and get a $5.00 rebate on my run for fun. Chester Cheetah is my name and "Too Cool To Fool" is the rule for today's hippest adventure game. Brought to you by Kaneko USA, where the fun is never done!

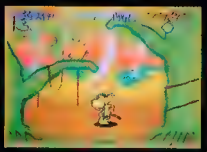


Hey Dude, get a load of this! When Chester looses his cool he geeks out. What a Cat!

Get A Life! This "Mean Eugene, the Zoo Keepin' Fiend" just won't give up.



Multi-levels of play, special graphics and effects don't get much cooler than this!



Ya Baby, this is an adventure you just don't want to miss.

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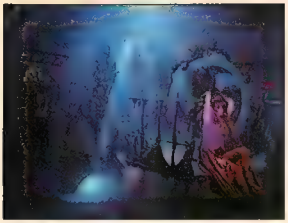
Continued from page 118.



The abomidable Captain Talon and his planet-pinching pirates have taken innocent space colonists hostage on a futuristic spaceship. You play a Star Ranger. This outer space good guy is charged with saving the colonists from the pirates and collecting energy crystals from three different worlds. The crystals power a Star Splitter Cannon, the only weapon powerful enough to destroy Talon's pirate ship. Along the way, various characters pop up. Some offer helpful clues, while others offer laser-seared death.

Gallagher's Gallery

If you've never seen Gallagher's stand-up comedy act, grab your best outfit and take a seat in the front row. This nationally known stand-up comedian specializes in pulverizing produce with a huge mallet, especially watermelons. If you think that's funny, his coin-op game enables you to take out more than food.

In Gallagher's Gallery, you shoot disagreeable foods and gadgets, such as alarm clocks, model airplanes, light bulbs, gumball machines, and much more. This ALG game enables two players to hammer at once. Shoot straight, or the joke's on you.

Mad Dog McCree II: The Lost Gold

That's right, Mad Dog survived the showdown in Mad Dog McCree. Now he's back and even madder than before. You start this game by hitching a ride on a stagecoach geared for mobile target practice. You try to put your sights on cow skulls, road signs, and glass bottles, which are all being tossed into the air by your driver.

Then, a mysterious padre in a monk's robe gives you half a map to a golden treasure. Don't be in too much of hurry to take the map, though, sometimes the padre's a bad guy in disguise. Next, you pick a sidekick from three guides – Buckskin Bonnie, the Professor, and Shooting Beaver. But before you head out on your adventure, you have to rescue your guide from a precarious predicament that only hot (and accurate) lead can solve. Shoot it out with bandidos, shoot mangy polecats on a moving train (don't hit innocent passengers!), and try to save your almost-hung guide with a well-placed shot. There's a new sheriff in town – you.

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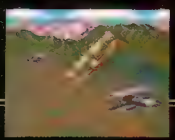

- Smoking digitized graphics.
- Passwords keep you close to the boiling action at the front.

namco

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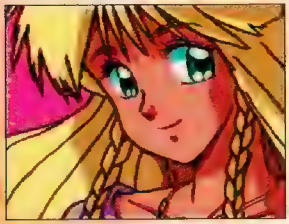
TURBO CD

PRO REVIEW

By Monty Haul

Cosmic Fantasy 2

Galam is an ambitious young man who seeks to control the world. Hey, if it doesn't affect the price of ale, what do you care? Then he swipes your childhood girlfriend, Laura, who's actually a princess imbued with immortal energy. Old love dies hard, and so will Galam for that dumb move!



Laura's necklace is the key to her inner powers.

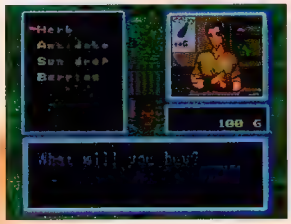
The scene is grim at the start of Cosmic Fantasy 2 by Working Designs, but the outlook for the game itself is better. This first true role-playing game for the TurboGrafx-CD doesn't present a hot new graphics perspective or tread into unexplored RPG territory. However, the game distinguishes itself with a solid story and some nice cinematic sequences in the tradition of the Ys and Valis series.

A Team Effort

As 16-year-old Van of the Planet Idea, you embark on a long and moderately challenging campaign that spans villages, forests, caves, dungeons, and time. The quest begins in earnest when you begin your journey to save your gal. Before you can stop him, Galam forces a marriage with Laura and uses his newfound powers to toss you 20 years into the future.

PROTIP: After Galam twists the time circuits, return to places you saw in the past. Things change after 20 years.

As you wander, you meet an eccentric and fun cast of characters, including Anie the apprentice magician, Babette the Space Cadet, and Pico the cat. Several times during the game, the story shifts from your perspective to another character's point of view. At the end, you all hook up to teach Galam and his cronies a lesson.



PROTIP: At the start of the game, purchase a full supply of healing herbs before you leave town. When you return, you'll have to fight to liberate the village.

Cosmic Battles

Exploring Cosmic Fantasy 2 is not dissimilar to other RPGs. In fact, it's nearly identical. Overhead-view countryside crawling and labyrinth skulking are portrayed with a minimal color palette. However, when you complete tasks, the cinemas are great. The music's good at times, but average overall. The voice actors speak their parts, and it's even dubbed correctly.

PROTIP: Find the Forbidden Floppy Disk in the hidden town near Fort Digin and earn 5,000 experience points.

PROTIP: When you enter the maze forest, walk on an imaginary letter "C" loop to find the key – West, then South, then East. Don't touch a teleporter, or you'll be thrown off course.

The main chunk of Cosmic Fantasy 2's game play is the menu-driven fight scenes. The battles are rough, but you get some fancy fighting weapons, defenses, magic, and mental powers to blow the beasties' minds. The violence here isn't senseless, but it does little more than move you from one location to the next. The still, first-person view is no fantasy picture, but the interface operates like a surgeon.

PROTIP: You'll need a Knife, a Shield, and the fifth level of ability to slay the Captain. Alternate between attacks and herbs to regain your health and whittle his lifeline to bits.

RPG Good

Cosmic Fantasy 2 is a well-translated Turbo tale. What it lacks in graphics, sound, and game play originality, it makes up for with a captivating story. As was Working Designs, you'd be wise to import this game into your CD system.

Cosmic Fantasy 2 by Working Designs

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.5	4.0	INT. Intermediate

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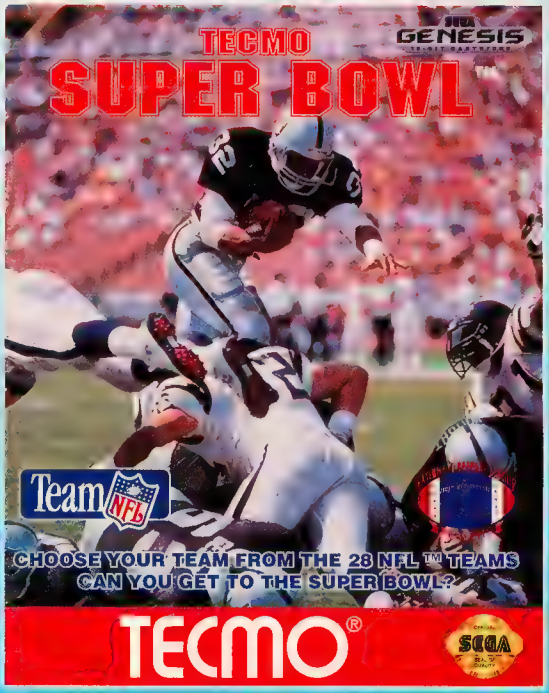

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By Andromeda

Bobbin Threadbare's been summoned to appear before the Elders of the Weaver's Guild on the small island of Loom. A terrible evil is spreading across the land. Mother Hetchel, Bobbin's faithful companion and only friend, is missing. Fearfully, Bobbin journeys to the village alone to meet his destiny...

Dream Weaver

This one-player mystical, magical quest of PC fame was recently converted for the TurboDuo CD. In this 3-D graphic adventure, you become Bobbin and seek to learn the skills of the magical art of Weaving, as well as solve the mystery of your heritage.

Unravel the Plot

Loom is a delightful feast for the eyes and ears, as well as the mind. Many secrets are woven throughout this classic adventure. Next month in GamePro, we'll further unravel Loom's mystery in a complete Pro Review.

Loom by TTI
Available November

Bobbin journeys alone to the village.

Hetchel begs the Elders to be truthful with Bobbin.

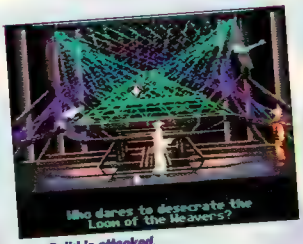
Bobbin searches for the Book of Patterns.

LOOM

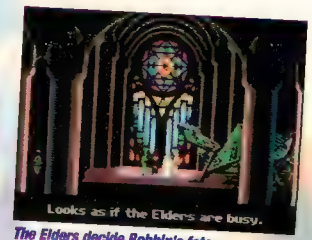
FANTASY GAMING

Gorgeous 3-D graphics and rich music weave a tapestry that unfolds artfully as you explore Loom's landscape. TTI has tried to create a game that is not a traditional role-playing adventure as much as it is a story that unfolds. As the plot unravels, you discover Loom's secrets and solve its puzzles, which draws you deeper and deeper into the game! You'll want to finish Loom, because you'll want to know what happens.

Music is the key to Bobbin's success. You must learn to use your music-making to produce Drafts (series of musical notes) that make different things happen. Your game manual comes with a Book of Patterns, where you record the correct Drafts for different activities (dyeing, turning straw into gold, night vision, etc.). As the game progresses, Bobbin explores Loom and meets both friends and foes. As Bobbin's knowledge increases, you advance to the game's different chapters. Ultimately, you'll reach the finale of the story.

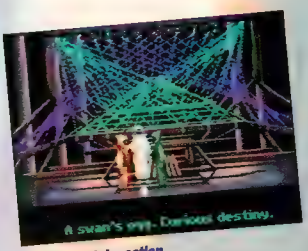


The Guild is attacked.



The Elders decide Bobbin's fate.

Bobbin takes the Distaff and seeks to learn its mysteries.



The Elders take action.

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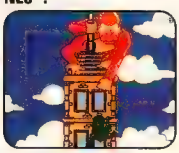

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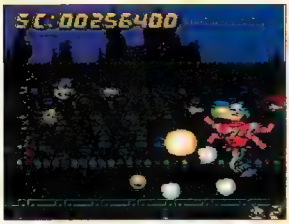
TURBOCHIP PRO REVIEW

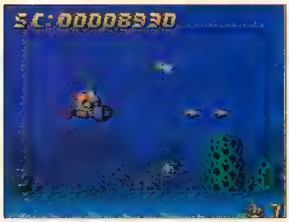
By Otter Matic

He took a beating in Bonk's Adventure and returned for more in Bonk's Revenge. But this time, everybody's favorite prehistoric teenager is really using his head. Enter Zonk, a Cyborg created by Bonk in his own image (presumably from Stone Age resources) and sent into the future to destroy the evil King Drool's army once and for all.

In TTI's Air Zonk, Bonk takes a recess from the video game world and leaves the flying to his cyber likeness, Zonk. Donning a pair of slick sunglasses and a golden thunderbolt on his forehead, Zonk and his pack of pals blast up five side-scrolling stages of shoot-em-up action against a comical, yet deadly, army of robots. In this complete change of pace from Bonk's Adventure and Bonk's Revenge, Zonk must destroy Drool's robot army to bring peace to the world.



PROTIP: To defeat the first boss in Stage Three's Rockn Stadium, stay in one place and fire forward. Your shots will destroy his shots and eventually his ship.



PROTIP: In Stage Four's Deep Blue, stay in the middle and let your missiles do the flying.

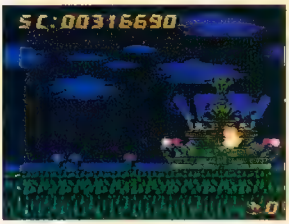
PROTIP: The second boss in Rockn Stadium is tough to spike. To defeat him, choose the missile power-up and fire rapidly. Position yourself between and just above or below the two halves of the boss.

A Zonk Combo

What makes Air Zonk a shooter with a unique flair is Zonk's ability to fuse with any of his friends and gain their super powers. This makes for some bizarre possibilities, since Zonk's friends include a mummy, a dump truck, a gumball machine, and a rocket ship. You can choose one friend to merge with for each stage. More conservative players, however, might opt for "arranged marriages," and have the game choose their buddy partner for them. Either way, each friend can only play one stage.

To activate your partner player, you must find the giant smiley faces that appear when you shoot enemies. Collect one smiley face, and your buddy player will appear to shoot alongside of you. Collect a second smiley face, and you'll fuse with your partner for supercharged shoot-em-up action. Although you rarely end up collecting two large smiley faces before a stage ends, when it does happen it's well worth the wait.

PROTIP: In Stage Five's Land of Drool, defeat Drool's second sub-boss by dropping smart bombs as you move in large circles to dodge her.

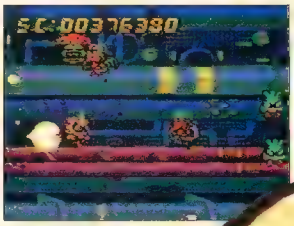


Outside Drool's Castle!

Mumbles and Zonk can take care of these creeps who look cool, but are from Drool.

So Bright, He's Gotta Wear Shades

Zonk doesn't just play good – he looks good, too! Air Zonk's graphics are zowie for two reasons: they're colorful and they make you laugh. Instead of dedicating mega-memory to digitized photo-quality graphics, the game continues in the "Bonk" tradition with tons of original and comical cartoon-style graphics. For example, check out the helmet-headed tennis players that trot along the bottom of the screen, or the two-headed dragon/football monster for a double-dose of Zonk zaniness. Too bad the super cool graphics aren't matched by super cool tunes.



Chaos in the Castle.

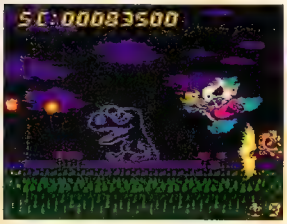
Power Zonk

There's a load of power-ups, both plentiful and varied, to aid Zonk in his world peace mission. For example, one shrinks Zonk down to micro-size and gives him multi-directional firepower. Another power-up gives Zonk a real punch by empowering him with a punching glove that KO's the competition.

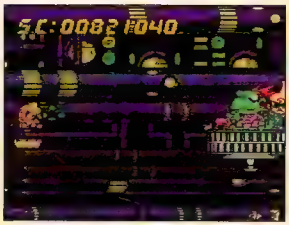
Sound like a big enough arsenal? Hold your fire, 'cause Zonk has a few more tricks up his sleeve. If you press and hold the fire button, Zonk will begin to glow. Release the button while Zonk's charging, and he'll fire a really cool intermediate weapon that changes form depending on his current power-up. For patient button-holders, Zonk will wiggle his ears and release a smart-bomb that fries everything on-screen. To top it off, Zonk uses the exhaust from his rocket pack to burn baddies to the bone.

Zonk's enemies look cute, but they're also tough, ruthless, rough, and toothless. However, the power-ups in

combination with Zonk's partner-merging capabilities give him the edge for a fighting chance at world peace.



PROTIP: When the action gets a little hot, fight fire with fire by using Zonk's jet pack to flambé the bad guys.



Another boss bites the dust.

Bolt to Your Stores

If you're jonesing for a creative, fun, yet deceptively challenging shooter, then check this one out. Fly Air Zonk for first-class frenetic entertainment.

Air Zonk by Turbo Technologies

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
5.0	2.5	4.5	5.0	Adjustable

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Shooter

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Order of the Griffon

FANTASY GAMING

By Captain Controller

Eons ago, the Ancient Ones predicted that the Vampire would rise again to take over the world. By golly, they were right! He's back in an adventure/RPG from Turbo Technologies. In this incarnation, the leader of the Undead plans an evil plot against Duke Stefan and his family.

From Dungeon to Engine

Order of the Griffon is more than a highly detailed and complex one- or two-player role-playing adventure for the TG-16. It's also an officially licensed Dungeons and Dragons game.

To avoid a Vampire encounter of the nastiest kind and to foil the evil plot against the Duke, you'll have to assemble a team of four brave adventurers. There are seven different character classes to choose from, with three characters per class. Each character has strength, intelligence, wisdom, dexterity, charm, hit points, and a configuration which will change as the game progresses.

PROTIP: An ideal team consists of a Fighter, a Cleric, a Mage, and an Elf. It doesn't matter which character in each of these classes you select for your team. But, read each character's attributes to determine if your team will be strong fighters or magicians.

Once you've chosen your daring band of adventurers, you'll explore seven levels filled with strange lands, villages, dungeons, and castles. While your party travels across the countryside, you'll see an overhead perspective of the action. When you're inside a city, the action switches to a 3-D, first-person perspective.

PROTIP: To snag extra gold at the beginning of the game, win one or two battles within the village and then enter the Armory. Shop wisely in the Armory. A sword can cause the most damage at close range, but some magic spells can be more powerful if used correctly.

PROTIP: Make your own maps! During this adventure, you'll visit many different locations. Since no maps are provided and every door and pathway looks similar within each location, you're gonna need them!

Stake Your Claim

Vampires aren't all you've got to worry about. Legions of the Undead, including werewolves and wereboars, are merrily romping throughout the land, just waiting to snack on your party. In fact, the majority of this game involves defeating various enemies in battle.

Per standard RPG fare, each time a character in your party defeats an enemy, you'll earn experience points and acquire whatever the defeated character was carrying. As you earn more experience points, your character's level increases along with your Hit Points and fighting abilities. Since this is a TurboChip game, in order to save game data, you'll need the TurboBooster+ or the TurboCD accessory. If you don't have either, there's a Password feature.

PROTIP: Within Specula-rum, you must make an appointment to see Duke Stefan by locating and speaking with Master Higgins. Head southeast to find Master Higgins and get a letter for Duke Stefan's guards. You'll soon be sent on a quest to locate the Duke's kidnapped daughter, who's being held captive in the Radlebb Forest.

PROTIP: From Radlebb Keep, you must travel to Koriszegy Crypt, where you'll find three treasure chests filled with gold. You'll have to fight for each chest of gold.

PROTIP: Magic Spells are powerful weapons and healing tools. However, after they're acquired, the Mage, Cleric, or Elf must memorize each spell. You can only memorize spells while your party rests.

An Orderly Challenge

The game's 3-D graphic sequences are detailed. Even though the battle sequences lack graphic action, the fighting interface is smooth and easy to use. Sound-wise, you're gonna have to make your own Undead music. The game has several sub-plots and plenty of places to explore, so don't expect quick progress.

Order of the Griffon has a diverse group of characters and an intricate story – two necessary elements of any good role-playing game. With vibrant graphics and smooth animation, the game adds another dimension to its Dungeons and Dragons ancestor. If you're a D&D fan, you should make a run for the Order.

Order of the Griffon
by Turbo Technologies, Inc.

Graphics	Sound	Control	FunFactor	Challenge
4.5	2.5	3.5	4.0	INT. Intermediate

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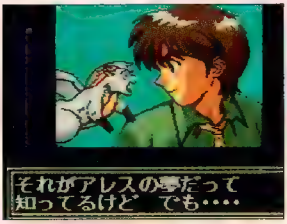
ProSpects

By Otter Matic

In this mega-hit RPG, you play Arhes – a harp-playing, wide-eyed, country boy who yearns for adventure. Starting the game with nothing but your trusty harp, you must gather weapons to protect yourself from the beasts you'll meet on your journey. Along the way, you'll meet up with characters who'll join your party and help you complete the many quests of the game.

The adventure begins at the grave of a famed Dragon Master Dain, who once saved Lunar from destruction. At the grave, Arhes meets a mysterious flying cat, Nall. Nall is full of valuable information, and he accompanies our hero as a comical, yet loyal, sidekick.



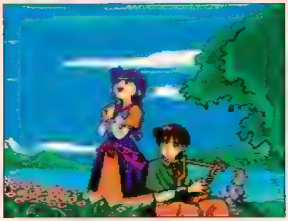
Nall, the flying cat, is your man's best friend.

Another friend you meet at Dain's tomb is Ramus, the village chief's son. Ramus tells you of the White Dragon's Cavern and the treasure that hides within. Eager to join a quest, Arhes decides that Ramus' search for the diamond is a worthy one, so he accompanies him.

Don't let his Boy Scout-like looks fool you. Ramus isn't entirely prepared for your journey.

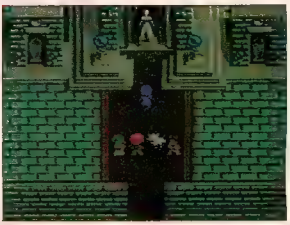
What RPG game would be complete without a love interest? In Lunar, Luhna is Arhes' long time friend who grew up in the same village. She was found as a young child and taken in by Arhes' parents. She is a great singer, and is armed with a "power sing" capability that helps out in battles. You'll find Luhna in the spring just outside of town, where she'll join you as an integral member of your party.

This is your first encounter with Luhna.



Play your harp while Luhna practices her singing!

This game is full of puzzles and packed with plenty of plot and impressive cinema scenes that make it a majorly cool RPG. Hopefully, this will hit American shores with the story still intact. Only time will tell. So until then, check out some of these impressive screens!



You get the Red Carpet treatment at this temple.

This game gets a big "Thumbs-Up" for graphics.

Luhna often has her head in the clouds

***Lunar the Silver Star* by Game Arts, Mega CD, Role-play game**

Continued on page 134.

GET 'EM BY THE CROSS HAIRS.

Is this truly X-cellent or what? Now you can X-terminate your enemies in truly X-pert style, with the first Super Scope game that uses on-screen cross-hair sights. It's the shoot-from-the-hippest game ever invented, and it'll drive you X-tremely wild. So get that Super Scope off your shoulder and zero in on the X-Zone.

KEMCO

Also: Gear up and go for it with Top Gear, the #1 Super NES™ race game. Phalanx, the hyperspeed Super NES™ shootout in space. And Dr. Franken, Kemco's new monster hit for Game Boy®.

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EXILE

FANTASY GAMING

By Otter Matic

Revolving Rulers

In this moody adventure, you play Sadler Yuugd'Payne, a mercenary who only fights for good causes. Historically, war and turmoil have plagued your land for over a century. You hear of a magical grail called the Holimax. If the Holimax is found and restored, it will bring peace to all mankind. On your quest for the Holimax, you must fight your most recent foes, the Clispin Crusaders, through treacherous territories.

Before it was overrun by the Clispins, this big man had a short-lived rule over your city.

Check out these spectacular graphics!

Two Games in One

At first glance, Exile seems like an RPG game with cool cinema scenes. However, it also sports some pretty impressive side-scrolling action sequences that add another dimension to the game. Because of the storage capability of the CD, Exile is packed with animated cinema sequences and spoken narration. The English version of Exile is due out this month from Working Designs, and apparently, an entire cast of actors was hired for the dramatic spoken parts. The English version also promises to be more challenging, which should keep you game busters happy.

Your sword can slice through the air.

The Clispin Crusaders are coming!

Exile by Renovation Games
PC Engine Super CD, Role-play game

Continued on page 136.

GET A MONSTER BONE.

Pop this sucker in your Game Boy,® and take off on a monster search for Franky's beautiful ghoulfriend Bitsy. It seems her bones and body parts have been scattered through seven levels of horrible creepy castle. And there are 230 rooms full of slimy things in your way before you get to the Life Machine and put her back together. So hit the switch! And *bone voyage.*

KEMCO

Also: Gear up and go for it with Top Gear, the #1 Super NES™ race game. Phalanx, the hyperspeed Super NES™ shootout in space. And Ka-Blooey, the mind-blowing puzzle game.

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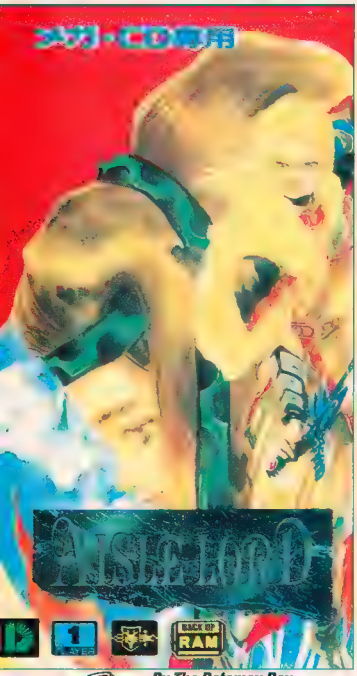
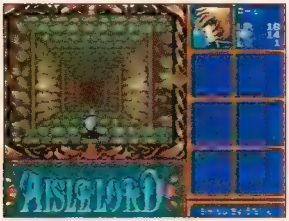


By The Betamax Boy

With Sol-Deace, Earnest Evans, and Thunder Storm to its credit, Wolf Team leads the charge in Japan's third-party Mega CD development. Now Wolf Team/Telenet introduces Aisle Lord, a superb role-playing game with a maze-like overworld quest and first-person 3-D dungeons reminiscent of Dungeon Master.



Aisle Lord's 3-D view to a dungeon.

Aisle Lord's plot is complex and stimulating, provided you can understand it. The Mistress of Darkness uses a mirror to open a portal to the Demon World. To conquer the kingdom, she stands ready to unleash her minions of doom and her allies back up her threats with action. Chusya, one evil ally, is a powerful wizard who stands by the Mistress' side with his black magic. Chusya even attempts to steal an enchanted spell book. Pirate claims to be your comrade, but then betrays you for the dark side and splits into four nasty bosses.

Chusya fires up his black magic.

You, as the hero Roll, don't have to search the world over for a weapon at the start of the game. Quesnar, the priestess, bestows you with a rather talkative sword. This blade doesn't mince words as it slices up your foes. You'll need it, and friends, too. The young lady Kaylar casts magic spells and fights like a barbarian. The Mistress' brother, Pic, holds a priestess-in-distress captive. When freed, she'll also join the crusade. Finally, Haik is a super strong warrior with excellent weapons skills.

The interface and 3-D view put new twists on classic RPG themes. The overworld quest is a series of mazes, walls, trees, and buildings. The brain-bashing labyrinths are hair-tearing experiences guaranteed to confound even the most seasoned players.

A point-and-click interface enables you to converse with weird and wonderful people, provided you speak the language.

Towns are mazes, but you can rest at inns.

Although the opening cinema is a choppy black-and-white digitized video sequence, the game play is terrific, the music is beautiful, and the graphics are top-notch. You probably won't have to know Japanese to enjoy the game, because Sega of America has purchased the U.S. release rights!

Aisle Lord by Wolf Team/Telenet
Mega CD, Role-play game

Fantasy Games: Made in Japan

FANTASY GAMING

By The Betamax Boy

Today's fantasies in Japan and Europe often become tomorrow's adventures for U.S. gamers. Remember that faves, such as the Phantasy Star, the Dragon Warrior, and the Final Fantasy series are all made in Japan. Here's a look at the international RPG scene.

Continued on page 138.

PHAR OUT.

Get fired up for the fastest phaser fight in the universe. You're flying the Phalanx A-144. Blasting beastly Bio-Weapons. And no matter how big the buggers get, they never seem to slow down. We're talking certain doom - in 3D! So buckle up, bub. It's phar out. **KEMCO**

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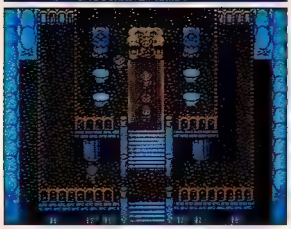
Dragon Quest V



Dragon Quest V by Enix (Super Famicom)

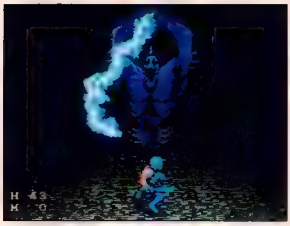
Japan's number one series is Dragon Quest by Enix, which Statesiders know as Dragon Warrior. Japanese players often camp out in front of computer stores just to pick up a copy. Dragon Quest V for the Super Famicom showcases a fantastic 16-meg role-playing adventure. Over 60 colorful enemies and a score of dungeons stand between you and the dark forces that threaten your land. The cart's now available in Japan, and should hop the pond for a '93 or '94 SNES release.

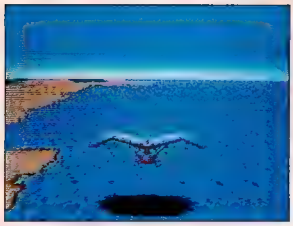
Final Fantasy V

Square Soft's ready to unleash Final Fantasy V in November. This 16-meg RPG isn't a radical change to the series, but uses a rich palette of colors to create striking background graphics. Cecil's descendants fight an evil creature who shakes things up with several demonic forms. The game will be renamed Final Fantasy III when it debuts in the U.S. next year.

Elnerd

Seven arches control the world's destiny in Elnerd by Enix. A conniving wizard recruits seven characters (three good and four evil) to retrieve the arches. You pick any of the warriors and battle across a Super Famicom world with hot first-person combat scenes and 3-D hang-





Elnerd by Enix (Super Famicom)

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gliding. This 12-meg game uses Nintendo's new Super FX custom chip (see ProNews, page 192). Look for a December release in Japan and a renamed SNES version to hit the U.S. August '93.

Phantasy Star IV

Sega of Japan's hottest property is Phantasy Star IV, a 12-meg Mega Drive cartridge with a Mega CD version waiting in the wings. Cast members, old and new, include Wren, Odin, and Nei. Look for lots of time travelling, gorgeous overhead-view graphics, and software scaling. The CD version is reportedly 20 times larger than the cart. Sega of America's sure to release both editions, but neither is announced.

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by Champion

Padded Thumb For Enhanced Video Game Play

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Look for details on Champion Batting Gloves.

Shining Force

Despite mediocre success in the U.S., Sega's Shining in the Darkness for the Mega Drive was the #2 RPG in Japan. The game spawned coffee mugs, comic books, T-shirts, and other merchandise. Falcom's sequel, Shining Force, uses the first-person perspective mazes of its predecessor, but adds a large overworld quest similar to Phantasy Star with an updated user interface. Sega of America could release this 12-meg game, but when is unknown.

Land Stalker

Next on Falcom's agenda is Land Stalker, a 16-meg Shining in the Darkness spin-off for the Mega Drive. In the game, a great and powerful king, who once ruled the land with an iron hand, disappears with all his riches in tow. You set off on a worldwide treasure hunt in an overhead-view quest. Look for Japan's release in October. An American launch has not been announced.

Ys IV

Finally, Falcom's whipping Ys IV into shape for an early '93 P.C. Engine Super CD release. Plot details are sketchy. But rest assured, Adol and his buddies will be looking for the shattered books of Ys in a full-screen, side-view action/adventure. The U.S. TurboDuo version should surface next year. Mega CD and Super Famicom versions are also rumored to be in the works.

Future Fantasies

Remember Miracle Warriors for the Master System? Sega plans to release a Mega CD version. King Colossus is dazzling Japanese players with its 8-meg Mega Drive quest. Time Gals by Wolf Team features a team of scantily clad heroines travelling through Mega CD time. You face woolly mammoths, giant apes, and other naughty folks. Cosmic Fantasy 3 by Riot/Telenet will continue Galam's P.C. Engine Super CD adventures in October. Finally, NEC Avenue's Dragon Knight II is a rather rude, crude, crass, and fleshy P.C. Engine CD.

The Japanese video game industry moves quickly on all fronts. Companies, carts, and CDs come and go, but fantasy games are here to stay.

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"The World of STD"

EA Shoots, NHLPA Scores

NHLPA Hockey '93 Genesis

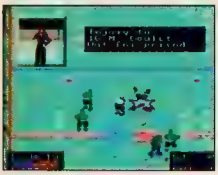
By Willy Y. Pout?

After slapshooting the ultimate ice hockey game into your Genesis last year, Electronic Arts answers the sequel challenge. Only this time, they brought the pros along for the ride!

In NHLPA Hockey '93, real NHL players and their teams hit the ice. So strap on your gloves, lace up your skates, and tape up them sticks, 'cuz now you're playing with the best of the best!

Mix 'n' Match

NHLPA's excellent game play options mirror the original's. You can play by yourself or with a compadre, either head-to-head or as teammates. You can skate a standalone regular season game or go for broke in a one- or seven-game Stanley Cup play-off series. You choose from all 24 NHL clubs, minus their logos and proper names. Hotshots can also use one of two all-star squads. Penalties can be activated or deactivated, but the penalty for fighting is always active.



PROTIP: To swap the computer's team in the New Play-off mode, press Right to change your team, then press Left to return to your original selection. You can generate three or four different match-ups using this method.

Power Players

Based on the full complement of National Hockey League Players Association players, the skaters are rated on their real-life skills, including Speed, Agility, Power, Stick Handling, Endurance, and Accuracy. Stats are tallied over the course of games and play-offs, but you can't save your stats.

In addition to its trademark thumb-burning action, NHLPA '93 offers players the opportunity to manage their teams. You become general manager and assign players to different "line" formations, such as a Scoring Line or Penalty Killing Line. Then you select lines to fit the game's situation.

PROTIP: Listen to EASN announcer Ron Barr's advice. He points out each team's strengths, weaknesses, and star players.

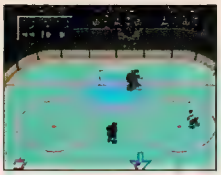
PROTIP: Find out which player has the most powerful shot, the highest shot accuracy, and the best shot/pass ratio. Use this player to take slap shots from the attack-zone blue line for a good shot on goal.

A Reality Hat Trick

As is their credo, EA's Sports Network "gets real" with NHLPA's true-to-life sounds. Improved over the original cart, the sequel's cross-check grunts, boos and roars of the crowd, Ref whistles, goal sirens, blades and sticks cutting the ice, and pucks' bouncing all combine to take you to center ice. There's even a new crowd-leading organ that rallies the home team.

The overhead-view graphics are good-looking. The rink scrolls as smooth as ever, and the character animation is even better. Players now wobble off balance when hit, then recover. Even the goalie can skate outside of the goal box. Powerful players, such as Doug Wilson of San Jose and Al McInnis of Calgary, can shatter the glass restraining wall with their signature-move slap shots!

As any hockey game should, NHLPA delivers some hard-line fighting action. Unfortunately, the fights are still confined to one-on-one action, with head shots and body blows at your disposal. Hard checks and vicious fights can injure players and knock them out of periods or the entire game. The visual effect is "graphic" – blood actually flows onto the cold ice.



PROTIP: Stay close to your opponent's goalie to force him to hold the puck. You'll get a face-off near his net.

Play It Again, Cam

Most of EASN's standard sports features apply in NHLPA. Instant replay's at your fingertips, but a new isolation cam enables you to lock onto an individual player and follow him during playback. While you rest your thumbs, highlights of other games in progress are rolled between periods.

The lack of play-off passwords is good news and bad news. The cart saves your position in the tourney, even if you turn the power off. However, you're booted out if you lose a series and you'll have to start over again.

The Final Horn

NHLPA's real players, fine-tuned animation, and more team management options make it an excellent sequel. This is as close as you can get to watching, managing, and playing a true pro hockey team without getting your socks soaked. If you hosers are still looking for a realistic hockey game, grab your stick and get the puck on the ice!

NHLPA Hockey '93 by Electronic Arts

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	5.0	5.0	ADV. Advanced

$49.95	Sports
4 megs	Two Player
Available Now	Battery backup

Continued on page 144.

FOOTBALL ACTION SO REAL, IT'S... BONE-CRUNCHING!

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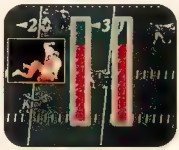

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Stop watching from the sidelines... This is football action so real... it's Bone Crunching!

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Sports Insider:

Video Puck Off

Ice Hockey '92-'93

By Colorful Commentator

Right now, NHLPA for the Genesis is the hottest thing on ice, but the '92-'93 winter hockey season's shaping up to be a cool competition. Check out these previews of other carts slated to skate into your home systems soon.

NHLPA Hockey '93 by Electronic Arts (Super NES)

EA's not content to rest on its pucks. Translation is nearly complete on NHLPA Hockey '93 for the Super NES. Planned for a November release, the cart will feature all 549 National Hockey League Players Association players in an overhead-view game that's nearly identical to the Genesis version. EA reports that the game save feature will be replaced by passwords, and the line edit option will be nixed.

Hit the Ice by Turbo Technologies (TurboGrafx-16)

Super Slap Shot by Virgin Games (Super NES)

Last year, Mario came to the Genesis ... Mario Lemieux, that is. Mario Lemieux Hockey was well-received by sports fans everywhere. Now, essentially the same game sans the famous name is under the development stick of Virgin Games for a February '93 release. Super Slap Shot for the SNES features a side-view, smooth-scrolling rink, digitized sound effects, nice close-ups for shootouts and face-offs, and a password that records your option screen selections and tourney standings.

Hit the Ice by Taito (Genesis)

Hit the Ice by Taito (Game Boy)

When Hit the Ice hits the ice, skating for survival will be the name of the game. Based on the arcade game by Williams, you choose from eight offensive skaters and use devastating punches, kicks, and throws to deck the other guy in two-on-two action. Taito will publish two-player versions for the Genesis in October, the Game Boy in November, and the Super NES in December. Turbo Tech's four-player TG-16 TurboTap edition will slam into stores in November.

Ice Challenge by American Technos (Nintendo)

Another cart which mixes good-natured violence with hockey, Crash 'n' the Boys: Ice Challenge by American Technos features the same heated gang rivalry in Street Challenge (see the Pro Review, page 33). Jeff "Crash" Cooney, Rico "Cheese" Romano, and the Southsiders will take on Theodore "Todd" Thorley III and the rich snotty Hillers in a side-scrolling Nintendo rink this February.

Jaleco Scores Another Goal!

GOAL!

SNES

By Otter Matic

Heads up, worldly sports fans. The game from Jaleco that tore up the turf on your NES is now ready to kick its way to your SNES! Goal! is the name of the game and realistic soccer action is what it's all about.

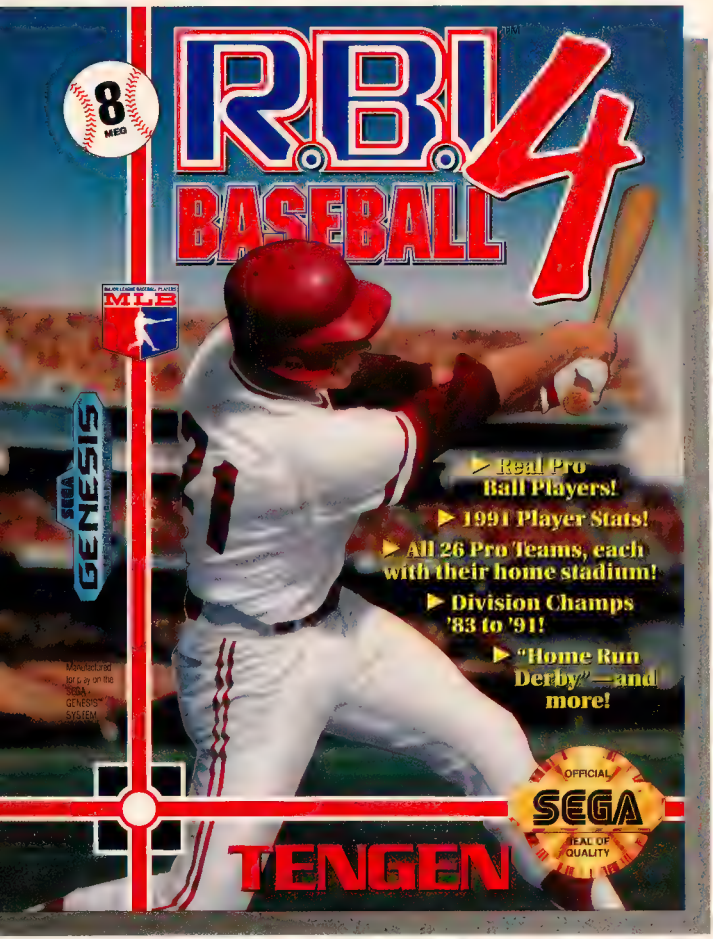
The Setup

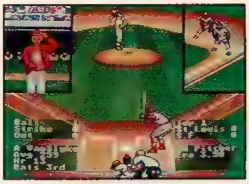
There are two modes of play in Goal!: Super Cup and Exhibition. Not to be confused with the officially licensed title of World Cup, Jaleco's Super Cup gathers 24 teams from around the world to compete in five rounds of

Continued on page 148.

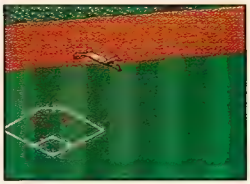
BASEBALL SO REAL...

ON SALE NOW!





All-new graphics and animation so awesome you'll feel like you're at the ballpark!



Every stadium is unique, with different fence distances, colors and indoor or outdoor fields.

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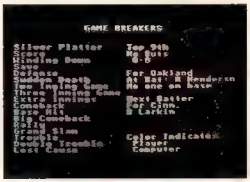
Go for the fence against a pitching machine with your favorite hitter in "Home Run Derby."



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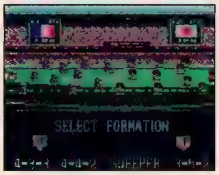
Continued from page 144.

adrenaline-charged games for the Super Cup trophy. You can also play an exhibition game against the team of your choice in one-player or competitive head-to-head two-player mode. Once you've labored over the setup of the game, the fun begins.



PROTIP: To dominate your opponent, choose a team with a high Speed Rating and select a 3-5-2 formation. Fast Midfielders can help on both offense and defense.

The Spirit of 70 Kicks

The graphics in Goal! aren't going to thrill you, and the sound isn't going to chill you. Fortunately you're given the option to turn the music off.

PROTIP: If you're in the middle of a crowd of defenders and nobody's open, pass the ball to yourself by using the lob pass to kick the ball over the defenders and quickly run to where the ball lands.

One thing that really makes a save in Goal! is the controls. You have three major kicks at your disposal that allow good ball movement. Goal! also takes advantage of the extra buttons on the SNES controller. On defense, you can press the L button to draw the other team offsides by pulling your Backs toward midfield. On offense, you use the R button to select your active player, giving this game the most seamless and controllable passing technique of any soccer game for the SNES.

PROTIP: A Throw-In near your opponent's goal is a good chance to score. Press A or B while the ball is in the air, and your player will head the ball into the goal.

You can keep tabs on your players by checking the full-field radar at the top of the screen. Other cool options that capture the spirit of the game include a five-shot shootout to decide tie games, where you shoot and block in all eight directions; and a Save Game option for your Super Cup tournaments.

Play On

You don't have to worry about substitutions, fatigue, or wind factors because Goal! is a player's game, not a coach's. On occasion, you have time to think up strategies, but for the most part this game is all action. The graphics and sound won't make you dribble, but the game play will grab you by the super cup and trap you for hours of fun.

Goal! by Jaleco

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	5.0	4.5	ADJ. Adjustable

Price not available
Available Winter '92
Sports
Two Players
Save game

Traditional Soccer From a Unique Perspective

Super Soccer

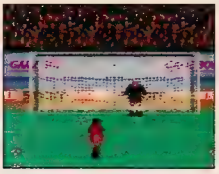
SNES

By Athletic Supporter

There's some good news and bad news about Nintendo's Super Soccer for the SNES. The good news is that overall Super Soccer is a pretty cool game. It has sharp graphics, responsive controls, a unique viewing angle, and an entertaining format. The bad news is that you can't adjust the difficulty level. Once you've gone out and conquered the world, the game gets dull in a hurry.

The Rules of the Game

There are two basic modes of play for Super Soccer — Exhibition and Tournament. The Exhibition mode offers two game play options. You can select one of the 16 international teams and play against the computer or a friend. Two players can also take on the computer. The Exhibition mode also offers a Shootout option. Each team receives five penalty kicks. The winner is determined when one team is unable to overcome the goal difference. This is a good place to practice your goal keeping and scoring skills.



PROTIP: In a Shootout, move your keeper to one side of the goal. While the opposing player is running up to kick the ball, move your keeper quickly to the other side of the net to block the shot.

PROTIP: When you're dribbling the ball, move the player from side to side. A moving target is much more difficult to defend. If you run in a straight line, the defender can steal the ball easily.

U.S. Stinks Again

The tournament mode is a 16-team kick-a-thon for world supremacy. Each of the teams has different strengths and weaknesses. A rundown of all the national teams can be found in back of the instruction booklet. As coach of a national team, you can make substitutions during the match. At halftime, you can also change formations.

The Dream Team they ain't. As is the case with most soccer games that feature different national teams, the United States team is just not a very strong squad. The top four teams are Germany, Brazil, Argentina, and Italy. If you're playing the game for the first time, it would be wise to choose one of these four teams and play against Belgium, the weakest team in the field.

PROTIP: If you're taking a shot at a 45-degree angle, take the ball deep into the penalty box to draw the keeper out of the goal. When the keeper comes out, go Back Post over his head for the score.

The unique viewpoint makes you want to SNeeeeS.

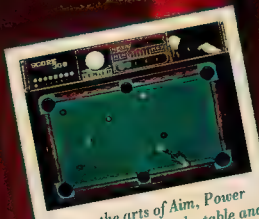
Seeing Is Believing

Instead of the commonly used overhead view, Super Soccer puts you on the field for all the action. Your vantage point is from behind-the-keeper. However, there is a downside to this unique perspective. The view does not change in the second half after the two teams have switched sides. This awkward viewing angle in the second half makes it especially difficult to move the ball and score on offense. So you better have a big lead going into halftime.

Continued on page 148.

"Nice Shot."

Rack up major points in your choice of straight pocket billiards, 9-ball or the trick game.



Master the arts of Aim, Power and English to run the table and smoke your opponent.

C'mon, sink [illegible]

Your [illegible]

So stroke a mean cu[illegible]

And don't get caught

behind the eight-ball.

Prove your skill as you pocket 19 radical trick shots that only look impossible.

DATA EAST

SEGA GENESIS 16-BIT CARTRIDGE

OFFICIAL SEGA SEAL OF QUALITY

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Continued from page148.

PROTIP: Keep the ball moving. After a steal, immediately look up field for an attacker making a run on the goal. The longer one player keeps the ball, the better chance he has of getting it stolen.

Football With a Capital FOOT

Although Super Soccer is somewhat limited in options, it does offer enough solid graphics and smooth game play to make it a contender for any World Cup. If you prefer to play soccer on the field, instead of from a skycam, set your heading on the center circle of Nintendo's Super Soccer and kick off a sporting spectacular.

Taito Blows Soccer Wide Open

Super Soccer Champ

By Athletic Supporter

What happens when you combine soccer with fast break basketball? You get something close to Taito's Super Soccer Champ for the SNES.

Super Soccer Champ combines all the great elements of World Cup Soccer with the freedom and maneuverability of up-tempo basketball. The graphics and control for Super Soccer Champ are top-notch and make it one of the easiest soccer games to play.

Kick off!

Super Soccer Champ isn't for the soccer purist. Since there are only six players per team, the same strategies do not hold true to traditional 11-man soccer. Since play is fast-paced and wide open, it's easy to guide your men and create scoring opportunities for individual players.

Super Soccer Champ has two basic playing modes: a Match against one of eight countries or a Shootout. If you win a Match, the next match immediately starts. Statistics will accumulate as long as you win. If you lose, you can begin a new match with the same

teams, or you can choose to play with two new teams.

The Shootout is a one-on-one forward vs. goalie strategy match. Each opponent is given five shots on goal. The player with the most goals wins. In both modes, you can challenge the computer or a friend. You and a friend can also combine to challenge the computer.

PROTIP: Use finesse in shooting. Instead of using Y to make a hard shot on goal, try pushing B just before you enter the penalty box. The keeper will almost always come out of the goal and you can loft the ball over his head for a score.

PROTIP: If you find yourself surrounded by several defenders, try pushing Y repeatedly to juggle the ball out of trouble and head up field.

Ace in the Hole

Each of the eight teams comes with 'Ace Strikers.' When it's crunch-time for your team, these are the studs, the go-to guys. Each of them is capable of eight Super Shots. They range from a standard bicycle kick to a spinning tornado shot. Suffice it to say that Michael Jordan's got nothing on these guys. If you're going to score consistently, you've got to master the Super Shots. It's the difference between just being competitive and beating the world.

PROTIP: When you're in the penalty box, try and set up another player for a goal. A quick pass to another player in the penalty box will draw the keeper away and make it easier to score.

PROTIP: The computer likes to alternate sides when scoring in the Shootout. Once you've established a pattern, be prepared to block the shot. Nine times out of ten his last shot on goal will be straight at you, so don't move.

Sounds Tough

Thankfully the soundtrack for Super Soccer Champ, which can be heard in stereo, isn't that same repetitive electronic music box melody that seems to accompany most sports carts. Super Soccer Champ has mostly background crowd noise. The sound effects are a bit exaggerated, but very entertaining — sounding more like Saturday afternoon's Kung Fu Theater than Friday Night's Football.

Pigskin Football

Without the traditional 11 man team, Super Soccer Champ may not be for strict soccer enthusiasts. The six-man setup combines with the Super Shots to boot this cart into a league of its own. If you're a ball-hog, or always wanted to be, get into the guts and glory of Super Soccer Champ.

You've Got the Whole World in Your Feet

World Trophy Soccer

By Athletic Supporter

With the World Cup coming to America next year, it's time to put a Genesis soccer game on the market. It comes in the form of World Trophy Soccer by Virgin Games.

Was it worth the wait? Yes and No.

First off, the game's graphics are excellent. World Trophy is probably the sharpest-looking soccer game to ever lace up its cleats. This cart offers some of the hottest, most life-like soccer action this side of the World Cup.

Continued on page 150.

Life In The Fast Lane.

Choose your weapon: *Left-handed 6-pounder... right-handed 16-pounder ...and everything in-between.*

You're in charge: *Control Lane Position, Aim, Spin and Power to find the sweet spot and drop 'em all.*

Check the conditions: *Get a feel for the lane—things change dramatically after an oil change.*

Anything can happen on 60-feet of well-oiled pine and maple.

The thrill of a three-strike turkey. The heartbreak of a 7-10 split. The embarrassment of a 10th frame gutter-ball.

Super Bowling brings you the excitement, challenge and all the realism of bowling... except for one thing: You don't have to wear someone else's shoes.

- Action for 1 to 4 Players
- Four Cool Characters With Unique Styles and Attributes
- Standard 10-Frame "Turkey" Bowling
- Unique Nine-Hole "Golf" Bowling Course
- Set Your Own Pins in Practice Mode

TECHNOS JAPAN CORP.

LICENSED BY Nintendo

Endorsed By The

YOUNG AMERICAN BOWLING ALLIANCE YABA

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Continued from page 148.

If you want realism, World Trophy Soccer uses real players from real teams, so pick your favorites and go for it.

PROTIP: Don't be like Mike. Think more like Magic and be unselfish. If you quickly pass the ball down the field, you're chances at a good shot are dramatically better than a ball-hog strategy.

Learning Curve

The game draws a yellow card for its controls. How fun is a game if you can't control the players? It's not. Be patient, the controls are tough to master. This cart is also a little sluggish when you switch from one active player to the next. In fact, when the ball heads toward a crowd, the game doesn't always choose the most strategic player. A little less lag time would have put this cart over the top. Don't fret, the graphics and action make this cart well worth the investment.

PROTIP: When you're driving toward the goal at a 45-degree angle, wait for the keeper to come out and try to loft the ball over his head to the opposite corner of the net for a goal. Most of the time the computer's keeper is too slow to react to a back-post shot.

A Soccer Smorgasbord

World Trophy Soccer offers two basic game modes, Exhibition and Tournament. The Exhibition mode is a one-match competition. You can choose any two teams and play against the computer or a friend. Match length can vary from 10 to 90 minutes.

In the Tournament mode, you select one team and enter the World Trophy tournament. Up to eight players, of course only two at a time, can play in the tournament. Passwords are given for each round to resume tournament play. Make it through the prelims and play for the ultimate prize – the Super Cup. This is a tough one. Not just anyone can win.

In each of the two modes, players choose teams from five different continents and 32 countries, including the United States. Each team has real-life national players, which adds to the realism of the game.

PROTIP: Don't be a patriot, at least not at first. Since the game is based on World Cup teams and players, the good 'ol US of A isn't a strong squad. If you're just beginning, take either the team from Brazil or Argentina.

PROTIP: On defense, don't use the sliding tackle to stop an opposing striker. Most sliding tackles will result in a foul, followed by a yellow card and eventually a red card, which will disqualify your player.

Nice Form

After selecting your team, you have to choose from one of the six different formations. Not every formation is suited to every team. Each formation has its advantages and disadvantages. If you have fast strikers, pick a formation that features a lot of forwards. If not, then like they always say, the best offense is a good defense. Pick a formation with the maximum fullbacks.

PROTIP: When your wing players are driving toward the goal, don't try and work the ball inside the penalty box. Take your shot from outside the penalty box and aim toward the near post. If the keeper bobbles the ball, there's a better chance for a rebounded scoring goal.

World Trophy also offers a unique option. If you don't like the team jersey, or if you have a little Calvin Klein in you, just change it to your liking. Make that fashion statement.

Once you master the controls, this cart is as good as they come. So screw in your cleats, flatten your foreheads, and set your sights on the World Trophy.

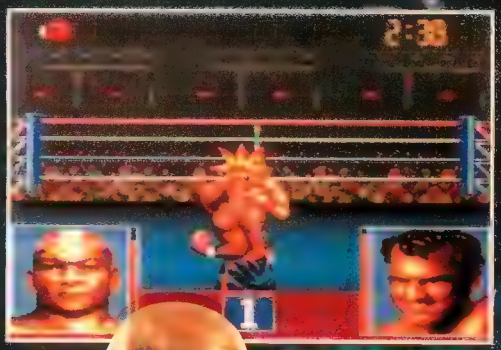
World Trophy Soccer by Virgin Games

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	2.0	3.0	INT. Intermediate

Price Not Available
Available Winter '92
Sports

Two Player
Passwords

IT'S A KO!



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You're George Foreman – with an appetite that only KO BOXING can satisfy! Take on a roster of heavyweights...rock'em with stinging combos...pound'em with a spectacular "Big George" Super Punch...and get ready for the fight of your life!!

GET READY TO RUMBLE!

WINNER BY DECISION!

THE PLAY WITH PROS!™

GEORGE FOREMAN'S KO BOXING™

Available for GAME BOY,® NES,™ SNES,™ GENESIS™ & GAME GEAR.™

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As if Sonic isn't challenge enough, soon we're introducing even more hot new titles–like Batman™ Returns, Streets of Rage,™ Taz-Mania™ and Shinobi II.™ By Christmas, we'll offer more than 75 games in all.

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SEGA GAME GEAR
COLOR PORTABLE VIDEO GAME SYSTEM

NEO•GEO

PRO REVIEW

By Doctor Dave

Yet another evil-minded doctor is using his talents for malicious purposes. This time around, the sinister doc's assembled eight of history's toughest fighters. His nefarious plot is to pit them one against the other in fights to the death, as he searches for the greatest warrior of all time.

No Unnecessary Heroics

Sure, this concept sounds vaguely familiar. It's yet another fighting game vying with Street Fighter II for the championship title. How does it stand up blow-by-blow? Well, good multi-scrolling and nicely animated backgrounds, put the game's graphics are on par with Street Fighter II's. The sounds are better.

Game play wise, World Heroes is cool against the computer, but problematic against human foes. Although the game is faster than Street Fighter II and has plenty of combos, it contains one major flaw. Many of the characters, for example Brocken, have a move that can be used to annihilate their opponents in several seconds by using jabs! This is definitely a Doctor Dave no-no.

Overall, World Heroes is worth fighting for SF II afficionados and other fighting masters. Check out our blow-by-blow of each of the fighter's special moves, as well as what we consider to be each master's best combo. Stay tuned to an upcoming issue of SWATPro for a blow-by-blow on how to do these moves.

World Heroes by SNK

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	4.5	4.5	Adjustable

Price unavailable
81 megs
Available now

Action
Two Player

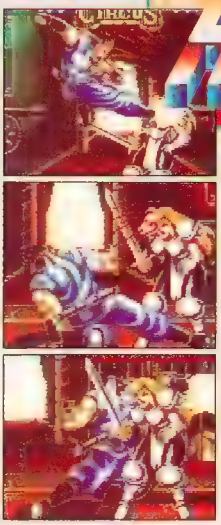
Hanzo and Fuma

These two ninja assassins from Japan think and fight alike. Their special moves have different names, but the moves are the same. Use the same best combo for them both.

Special Moves:

Dragon Uppercut
Shuriken Throw
Spinning Blade

Best Combo:



Come at your opponent with a jumping Heavy Kick. After landing, use your ducking Light Kick. End with a Heavy Shuriken.

Dragon

He doesn't breathe fire, but this Kung Fu master from mainland China's got some moves that'll singe his opponents.

Special Move:

Best Combo:

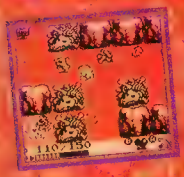
Dragon Kick
Air Throw
Rapid Fist

Continued on page 156.

Can You Withstand The Wrath Of The Infernal Lord?

Battle minions of evil that will overpower your senses!

Keep track of your warrior's weapons, hit points, and magic ability!



Control 8 warriors and their destinies in a chaotic world!

Sammy

KING BARIUS LIVES!

From the flaming depths of evil, he returns, bringing forth legions of monsters more vicious than anything the world has ever known! Gather your wits and grab your sword! Team up with a band of worthy companions to search for treasure and magic. Then prepare yourself for a vicious battle against the evil King Barius.

AMERICAN SAMMY CORPORATION • 2421 205TH STREET, SUITE D-104 • TORRANCE, CA 90501

"ROLAN'S CURSE 2" is a trademark of American Sammy Corporation. 1992.

Come at your opponent with a Heavy Punch and then instantly hit them with a Heavy Standing Punch. End with a forward Heavy Punch.

J. Khan

This mongol warrior tries his favorite barbaric fighting techniques against any warrior brave enough to challenge him.

Special Moves:

Mongolian Dynamite
Shoulder Thrust

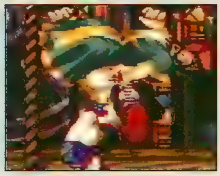
Best Combo:

Come in with a jumping Heavy Kick. Follow up with a ducking Light Punch. End with a ducking Heavy Kick.

Muscle Power

A.k.a. Luke Hogan, this American is a wrestler type who's ready to pin any takers to the ground.

Special Moves:



Spinning Knee Thrust
Dashing Elbow

Best Combo:

Charge at your opponent with a Dashing Elbow and then do a crouching Light Punch. Finish off with a crouching Light Kick. Repeat the whole combo again for maximum damage.

Brocken

What can we say about this German Cyborg, except that he has a sneaky move that makes him our least favorite fighter.

Special Move:

Brocken can take out any opponent in five seconds with any jab move repeated over and over.

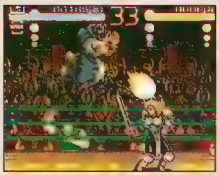
Rasputin

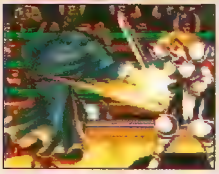
This wizard hails from, you guessed it, Russia. Watch closely while he casts a deadly spell on his opponents with his dangerous moves.

Special Moves:

Magic Hand Crush
Fireball
Spinning Robe

Best Combo:





Jump above your opponent and toss a diagonal Fireball at him. Land with a Light Punch and end with a Heavy Punch.

Janne

Trained in France as a sword master, Janne has a certain deadly charm.

Special Moves:

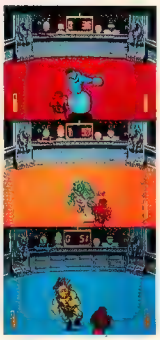
Flash Sword
Aura Bird
Slap

Best Combo:

Come at your opponent with a Heavy Kick. Next, do a ducking Light Kick (charging for Flash Sword). Do a standing Light Kick, and finally finish by pushing Up into a Flash Sword.

Try hitting this guy below the belt.

Introducing Power Punch II.



The Champ is back! With new super-charged graphics and a ring full of other-worldly opponents itching to re-arrange his face. The competition will be fierce as you shake claws and come out fighting the most vicious mutants, cyborgs and creatures to ever hit the galaxy. Or anything else. Each possess ferocious strength, inhuman stamina and warp drive speed. To walk away a winner, you'll have to use every trick in the book. Power Moves and Punching Tools like super nova jabs, steller upper cuts, and hyper-awesome rights and lefts. Hit the right combination and...POW!...alien heads will roll! It won't be a pretty sight. But as any Heavyweight Champion of the Universe knows-when the going gets tough, the tough get Power Punch II.

Nintendo ENTERTAINMENT SYSTEM®

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GAME BOY

PRO REVIEW

The JETSONS

By Bone Head

"Meet George Jetson and Jane, his wife..." You not only get to meet the Jetsons, you get to play them in Taito's Jetsons for the Game Boy. The action is like gravity-weightless, but fun to play around with.

Don't Space Out

The Robots have gone berserk, and the Jetson family has been recruited to save their spacey hometown. You must help all four members of our moon-trooping family find the exits to their various locations. To keep the pace lively, each Jetson member has their own special tools and music.

A Family Affair

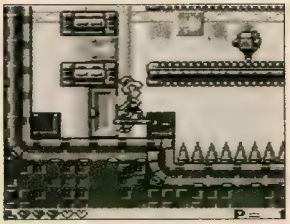
Armed only with baseballs, Elroy must hurl strikers and scroll through three rooms to escape the Space Bowl Stadium. This side-scrolling level keeps moving, so Elroy has to be quick in his space boots.

PROTIP: Keep throwing baseballs ahead of you. You can sometimes bean unseen enemies. However, not all enemies can be blasted with baseballs.

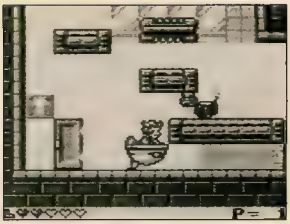
Judy is trapped at a rock concert in Concert Hall. She has four rooms to scroll across, but she won't get very far in the third and fourth levels without her Magnetic Boots. Judy can also travel on her Jet Skateboard, bashing enemies on the way.

PROTIP: Make sure Judy always has a block in her hands. They come in handy against the mechanical meanies.

PROTIP: When you enter Judy's second stage, pick up the first block you reach and you won't hit the spikes when you jump on the next blocks.



Jump on Judy's board and roll over the bots.



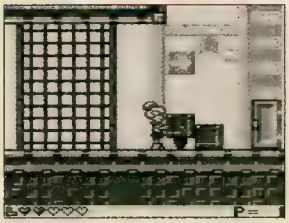
PROTIP: In Stage 2, Jane comes across a Space Car. Make use of it by hopping in and advancing up the platform. While you're in the Car, you're impervious to enemies.

You must save all the other Jetsons before you can help George save the day. Luckily, you have three lives and three continues. Leave your space goggles at home, though, 'cuz these 'toons are big and easy to maneuver.

Zoom to higher planets with our hero–George Jetson.

Out of This World

Fans of this planet-soaring family will feel at home with these Hanna Babarians. So, if you're in the mood for some relaxing weightless game play, put your spacesuit on and launch into orbit with the Jetsons.



PROTIP: In Judy's third stage, you'll find an Energy Capsule under the second block located right before the Exit door.

Jane must find her way out of the Shopping Mall stores. Zooming vertically upwards, she won't get past the first level without her Jetpack. Shop 'til you drop is right, and she drops frequently.

PROTIP: If Jane's out of energy, rest on a safe platform until she is recharged.

The Jetsons: Robot Panic by Taito

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.0	4.5	BEG. Beginner

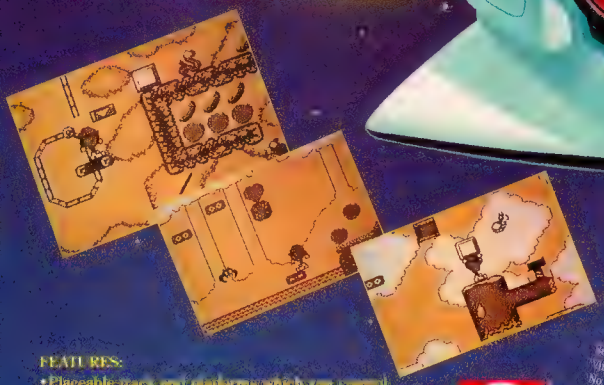
Price unavailable
1 meg
Available November '92

Action
One Player

7UP

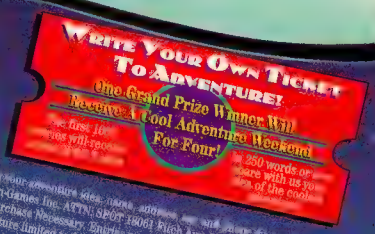
The SPOT™ Cool Adventure

S[illegible] sandy and spacey
[illegible] with the
[illegible]
[illegible]
SPOT [illegible]
from the [illegible]
house, orbits [illegible]
through the air [illegible]
to get back to the safety [illegible]
That is ...when he wants to!



FEATURES:

- Placeable track and platforms which you control
- Breakaway tracks that let you move from one track to another when you want
- A special bonus level



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No Purchase Necessary. Entries must be received by 2/31/9
Adventure limited to $4,000 for transportation and lodging
Winner will be required to execute a release of liability
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Nintendo

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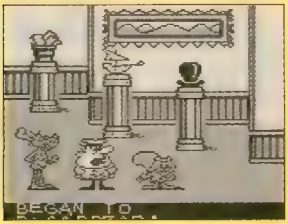
Rocky & Bullwinkle

By Bubonic the Blowfrog

Those crazy cartoon characters that put Frostbite Falls, Minnesota, on the map are back! Bullwinkle, the esteemed know-it-all moose, and Rocky, the heroic flying squirrel, have recently made encore performances on cable TV and a compilation of video tapes. Now the dyadic duo and friends star in a side-view, horizontally-scrolling action/adventure game for the Game Boy that captures the spirit of the show.



Rocky and Bullwinkle return!

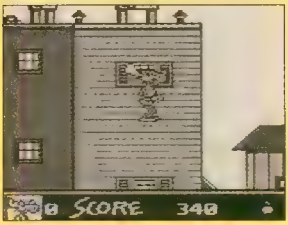
Now Museum, Now You Don't

After years of cartoon fame, the good people of Frostbite Falls are opening a museum dedicated to Rocky and Bullwinkle. Unfortunately, Boris Badenov and Natasha Fatale, those Pottsylvanian no-goodniks, have disguised themselves as guards and made off with three of the museum's most precious items. It's up to you to locate these treasures in the game's three stages and return them to the museum.

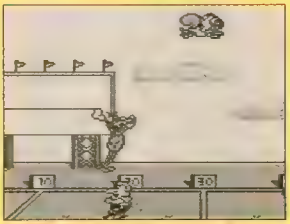
Moose-ky Business

This game is fun and light-hearted, but it's challenging, too. You play Bullwinkle in the first and third stages, and Rocky in the middle. In the first stage, you search the rooftops and alleyways of Frostbite Falls to recover a valuable artifact and rescue a captive Rocky. While you're hopping from garbage can to windowsill, use your moose cunning to dodge bombs, knives, and killer poodles.

Next, you're Rocky rocketing to the moon to save Bullwinkle and find another stolen treasure. Use Rock's incredible jumping power to soar over craters and whip his tail around to stun Boris, Natasha, and the moon-men, Cloyd, and Gidney. After Rocky's spotlight, you don Bullwinkle's antlers for your final hair-brained adventure.



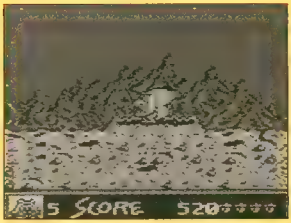
PROTIP: Search the rooftops for mooseberries. They tend to be in high places.



PROTIP: To get past the smaller defenders in the Football Mini-Game, jump while standing in place and move the Moose while you're in the air.

Extra-added Fun

During the game, you'll encounter two entertaining mini-games, which help to raise the cart above the norm. The first is a hilarious college football game in the Wassamotta U. stadium, where you toss Rocky from one end zone and then speed down to the other to catch him for a touchdown and an extra life. The second mini-game is a card game, where three-of-a-kind wins temporary invulnerability.



PROTIP: In the second stage, jump into the middle of craters to find hidden rooms holding Acorns!

Here's Something We Hope You'll Really Like

The folks who made this game did their homework. The cart is very loyal to the TV show. The graphics are clean and simple, and the music is a recognizable reproduction of the TV theme. What really makes the game fun, though, is the classic narration throughout the game. The famous narrator describes the current cliff-hanging situation and comes up with two snappy titles for the next episode.

The Moose Is Loose

A word of warning: if you play this game with an AC adapter, you may accidentally pull the plug while you're rolling on the floor in laughter. Overall, this adventure isn't extraordinary. However, coupled with the mini-games and, more importantly, the narration, it's a winner. Give the Moose and the Squirrel a whirl!

The Adventures of Rocky and Bullwinkle and Friends by T•HQ

Graphics	Sound	Control	FunFactor	Challenge
				ADV.
4.0	3.5	4.0	4.5	Advanced

Price not available
1 meg
Available now

Action/Adventure
One Player

CAPTAIN AMERICA
CAPTAIN AMERICA and The AVENGERS
MARVEL COMICS
EXPLODING OUT OF THE ARCADES AND INTO YOUR GENESIS!
As Captain America, Iron Man, Hawkeye or Vision, it's up to you and a friend to foil the Red Skull's fiendish plan for world domination. Battle all of the Avengers' most fearsome foes in this picture-perfect Genesis version of the blockbuster arcade smash!
COLLECTOR'S PIN INSIDE!
SEGA
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GAME GEAR PRO REVIEW

Batman Returns

By Sister Sinister

If you've seen the Batman Returns movie one too many times and you need a break, pull out your Game Gear and grapple merrily along with our Caped hero. Sega has pulled Batman off the big screen and put him on a small portable one. Although small, this Game Gear rendition is packed with action and a variety of conflict.

Didn't Bat an Eye

Bruce Wayne is used to trouble. Oswald Cobblepot (a.k.a. "The Penguin") is up to his old tricks. This time he's soiled Batman's pristine reputation by turning the good citizens of Gotham against him. Now Batman is not only pitted against some of the usual suspects (Penguin and Catwoman), but some not-so-usual suspects as well, like the Gotham police force.

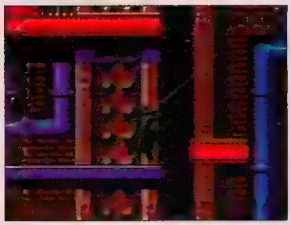
This five-stage Bat adventure could be considered a 10-stage game. Each stage gives you two routes to choose from, each with its own set of challenges and obstacles. Luckily, our Bathero is an easily-controlled, nimble little sprite. After completing any stage, you can continue on the same route you're on or switch paths for variety. However, no matter what path you choose, the bosses are always the same.

PROTIP: After beating the second Mack truck in Stage 1: Route 2, you must grapple over a gaping hole. Unfortunately, there are enemies standing on the ledge to hinder your path. Stand to the far left of the screen. Then throw your grapple straight above your head and pull yourself on the ledge without being blocked by the chain-dropping enemy. When you reach the end of that ledge, don't jump to the next ledge or you'll be pushed into the hole. Instead, wait for a policeman to enter from the right of the screen. Duck down and use your Long Range-Batarangs to finish him off.

PROTIP: To beat Stage 1's boss, switch your weapon from Long-Range Batarangs to Powerful Batarangs. Then, repeatedly hit this fat boss in the stomach as he drinks his fire potion. You may get singed a few times, but your energy will outlast his.

Holy Challenge, Batman

Your Bat weaponry includes three varying types of Batarangs – Long Range, Normal, and Powerful. The Batmobile and the Batskiboat aren't cruise mobiles in this game. Instead, you can summon them to lay a devastating blow to your enemies. Even with this vast armament, Batty's wings get clipped frequently. Luckily, he's a three-life guy, and this game's continues don't hurt an intermediate gamer's chances. However, you Bat-experts will find this case an easy victory.



PROTIP: You can use your Grapple as a weapon. In fact, it's your only defense against Stage 5's flying Penguin boss.

The graphics are wonderfully elaborate and colorful, even though Batman's small and a little hard on the eyes. You get a new Bat song every stage and every boss fight, which helps to relieve the monotony.

PROTIP: In Stage 1: Route 2, you'll come to the end of a ledge. It will look like you can't go any further, but you can. Jump onto the lamp post and then jump off towards the far left of the screen. If you don't, you'll fall into a gaping hole.

Bats Away

Don your wings, super batheroes. You're on yet another nocturnal adventure. Forget the Boy Wonder! Keep the fun all to yourself.

Batman Returns by Sega

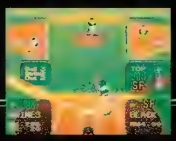
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.5	INT. Intermediate

$34.95	Action
2 Megs	One Player
Available Now	Continues

WHY BE A NOBODY? BE A PRO!

Some games claim to be realistic: we are. Check out the rosters. Ever hear of their players? Larry? Joe? Super Batter Up is packed with actual Major League Baseball Players and their statistics. We've analyzed RBI, ERA, home runs, stolen bases, errors, speed, and throwing ability data to insure that our game plays like the real thing. From the national anthem to the 7th inning stretch Super Batter Up delivers the baseball action you deserve. Don't be an average Joe: You can be a baseball hero.

- One or two players.
- 8 megs of realistic graphics.
- 26 teams.



namco

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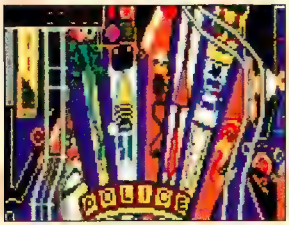
LYNX

PRO REVIEW

PINBALL JAM

By Rampant Saxon

Hey! Pinball's just become portable, and two of the hottest tables to date are ready to light up your Lynx screen: Elvira and the Party Monsters and Police Force. You don't have to be a pinball wizard to have fun with these Atari pins and you don't need quarters either!



PROTIP: In Police Force, if you capture all the men and lock 'em up, you get another ball.

Ring My Bell

Both games feature superior graphics. They resemble their predecessors down to every last bumper and bell. Your view of the vertically-scrolling action is from an overhead perspective. On the downside, the graphics are so colorful and the ball moves so quickly that you'll sometimes have problems following it with your eyes. Also, the flippers are hard to see, which can cause you to lose a ball or two.

Let's Party!!

The game play is realistic in both titles. You can even "Tilt." However, there are a few video options in these hand-held versions that you won't find in the real thing, such as difficulty settings. In an Easy Game, you get three extra balls and hints as to where to hit a ball. In the Hard Game, it's three balls and you're out.

PROTIP: In Elvira, aim for the Party Punch. It's easy to cycle your ball through it several times to snag mega points.

Let the Force be with you – the Police Force, that is!

PROTIP: In both games, 2,000,000 points earns you an extra ball.

PROTIP: In Police Force, aim for the Handcuff Bonus that's located on the middle left-hand side of the table. Hit it and you'll rack up thousands of points.

How 'bout Another ball

There Has to Be a Twist

Pinball rolls around enough twists, ramps, and curves to give even supple wrists a hard bumper chase. Authentic pinball sounds help to light up the fun. The music is fast and frantic, just like the ball's movements. Elvira, Nocturnal Mistress of the Dark, greets you with her digitized sultry real voice and oh-so Elvira comments such as, "How about another ball?" The Police Force men in blue have digitized radio dispatches that'll make you feel like you're in the car.

The flip side? Well, there really isn't one. If you're a pinball fanatic, then by all means pick up this cart. It's pocket-size pinball at its best. Pinball Jam jams.

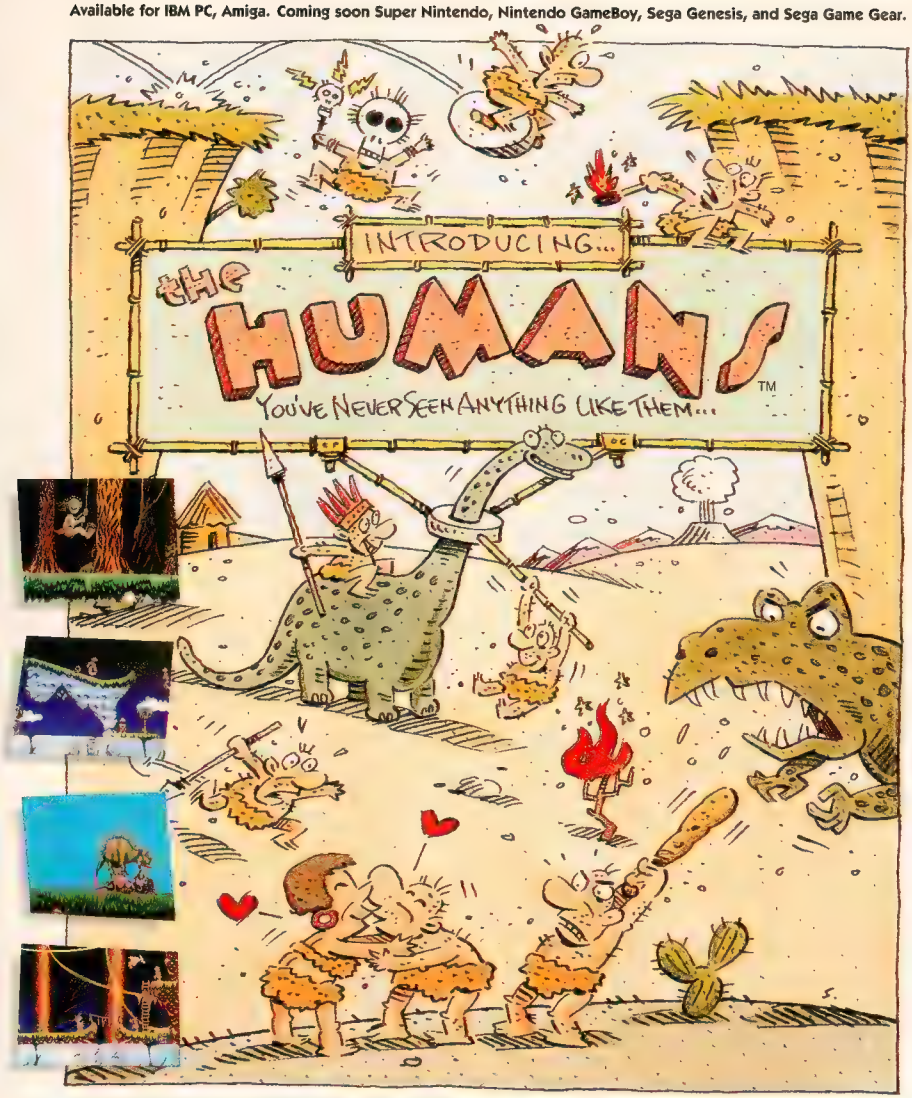
Pinball Jam by Atari

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	4.5	5.0	ADJ. (Adjustable)

$39.99
2 megs
Available now

Pinball
One Player
Two games in one.

Available for IBM PC, Amiga. Coming soon Super Nintendo, Nintendo GameBoy, Sega Genesis, and Sega Game Gear.



EVOLUTION...To paraphrase Darwin, it's the survival of the hippest. One wrong move and you're dino-meat, one wrong step and you're a fossil, one fashion faux-pas and you're the laughing stock of the gene pool, baby. Discover tools, survive and multiply or these HUMANS are a time-line footnote. In this world of chaos and carnivores...

...Keep the tribe alive.

GAMETEK®

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Reader's Choice Awards '92

GamePros, it's your patriotic duty to vote! Help us select the best games of the year for 1992. We'll publish the results in the March '93 issue of GamePro. Please check one nominee in each of the 11 different categories. Then mail your ballot to:

GamePro Magazine
Reader's Choice Awards
P.O. Box 3329
Redwood City, CA 94064

Action/Adventure

- ❑ Alien 3 (Genesis)
- ❑ Contra III: The Alien Wars (SNES)
- ❑ Hook (SNES)
- ❑ Mick & Mack's Global Gladiators (Genesis)
- ❑ Out of this World (SNES, Genesis)
- ❑ Road Runner's Death Valley Rally (SNES)
- ❑ Sonic The Hedgehog 2 (Genesis)
- ❑ Spider-Man and the X-Men: Arcade's Revenge (SNES)
- ❑ Super Double Dragon (SNES)
- ❑ Super Star Wars (SNES)
- ❑ Teenage Mutant Ninja Turtles IV: Turtles in Time (SNES)
- ❑ Other_____

Sports

- ❑ John Madden Football '92 (Genesis)
- ❑ Lakers vs. Bulls and the NBA Play-offs (Genesis)
- ❑ Muhammad Ali Boxing (Genesis)
- ❑ NCAA Basketball (SNES)
- ❑ NHLPA Hockey '93 (Genesis)
- ❑ R.B.I. Baseball 4 (Genesis)
- ❑ Super Tennis (SNES)
- ❑ Team USA Basketball (Genesis)
- ❑ Top Gear (SNES)
- ❑ True Golf Classics: Pebble Beach Links (SNES)
- ❑ Other:_____

Role-Playing

- ❑ Ax Battler (Game Gear)
- ❑ Buck Rogers: Countdown to Doomsday (Genesis)
- ❑ Cosmic Fantasy 2 (Turbo-Grafx-CD)
- ❑ D&D: Warriors of the Eternal Sun (Genesis)
- ❑ Dragon Warrior IV (NES)
- ❑ King's Quest V (NES)
- ❑ Loom (Turbo Super CD)
- ❑ Soul Blazer (SNES)
- ❑ The Legend of Zelda: A Link to the Past (SNES)
- ❑ Wanderers from Ys III (SNES)
- ❑ Other:_____

Shoot-Em-Up

- ❑ Air Zonk (TurboGrafx-16)
- ❑ Axelay (SNES)
- ❑ Gate of Thunder (Turbo Super CD)
- ❑ Sol-Deace (Genesis)
- ❑ Soldier Blade (TurboGrafx-16)
- ❑ Super Smash T.V. (SNES)
- ❑ Trouble Shooter (Genesis)
- ❑ Other:_____

Puzzle/Strategy

- ❑ Clue (SNES, Genesis)
- ❑ Faceball 2000 (SNES)
- ❑ Krusty's Super Fun House (SNES, Genesis, NES)
- ❑ Lemmings (SNES, Genesis, NES)
- ❑ Monopoly (SNES, Genesis)
- ❑ On the Ball (SNES)
- ❑ Snow Bros. Jr. (Game Boy)
- ❑ Spindizzy Worlds (SNES)
- ❑ Wordtris (SNES)
- ❑ Yoshi (NES, Game Boy)
- ❑ Other:_____

Head-to-Head Fighting

- ❑ Art of Fighting (Neo•Geo)
- ❑ Battle Blaze (SNES)
- ❑ Fatal Fury (Neo•Geo)
- ❑ Street Fighter II (SNES)
- ❑ World Heroes (Neo•Geo)
- ❑ Other:_____

Graphics Achievement

- ❑ Art of Fighting (Neo•Geo)
- ❑ It Came from the Desert (TurboGrafx-CD)
- ❑ NCAA Basketball (SNES)
- ❑ Out of this World (SNES, Genesis)
- ❑ Road Runner's Death Valley Rally (SNES)
- ❑ Prince of Persia (SNES)
- ❑ Sonic The Hedgehog 2 (Genesis)
- ❑ Street Fighter II (SNES)
- ❑ Super Star Wars (SNES)
- ❑ Taz-Mania (Genesis)
- ❑ Teenage Mutant Ninja Turtles IV: Turtles in Time (SNES)
- ❑ Other:_____

Sound Achievement

- ❑ Hook (SNES)
- ❑ It Came from the Desert (TurboGrafx-CD)
- ❑ Loom (Turbo Super CD)
- ❑ Mick & Mack's Global Gladiators (Genesis)
- ❑ MLBPA SportsTalk Baseball (Genesis)
- ❑ Prince of Persia (SNES)
- ❑ Super Star Wars (SNES)
- ❑ Taz-Mania (Genesis)
- ❑ The Addams Family (Turbo-Grafx-CD)
- ❑ World Heroes (Neo•Geo)
- ❑ Other:_____

8-Bit Game of the Year

- ❑ Batman Returns (NES)
- ❑ Darkwing Duck (NES)
- ❑ Felix the Cat (NES)
- ❑ Flintstones (NES)
- ❑ King's Quest V (NES)
- ❑ Mega Man V (NES)
- ❑ Nightshade (NES)
- ❑ Teenage Mutant Ninja Turtles III: The Manhattan Project (NES)
- ❑ The Empire Strikes Back (NES)
- ❑ Tom & Jerry (NES)
- ❑ Other:_____

Handheld Game of the Year

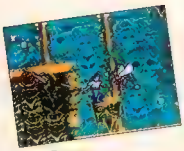
- ❑ Ax Battler (Game Gear)
- ❑ Batman Returns (Lynx)
- ❑ Bionic Commando (Game Boy)
- ❑ Looney Tunes (Game Boy)
- ❑ Mega Man 2 (Game Boy)
- ❑ Metroid II (Game Boy)
- ❑ Sonic The Hedgehog 2 (Game Gear)
- ❑ Star Wars (Game Boy)
- ❑ Super Mario Land 2 (Game Boy)
- ❑ Tiny Toon Adventures (Game Boy)
- ❑ Other:_____

16-Bit Game of the Year

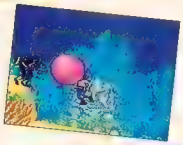
- ❑ Alien 3 (Genesis)
- ❑ Contra III: The Alien Wars (SNES)
- ❑ Mick & Mack's Global Gladiators (Genesis)
- ❑ Out of this World (SNES, Genesis)
- ❑ Road Runner's Death Valley Rally (SNES)
- ❑ Sonic The Hedgehog 2 (Genesis)
- ❑ Spider-Man and the X-Men: Arcade's Revenge (SNES)
- ❑ Street Fighter II (SNES)
- ❑ Super Double Dragon (SNES)
- ❑ Super Star Wars (SNES)
- ❑ Teenage Mutant Ninja Turtles IV: Turtles in Time (SNES)
- ❑ The Legend of Zelda: A Link to the Past (SNES)
- ❑ Other:_____

"Greetings, Pig-slime!"

INTRODUCING SKÜLJAGGER™.



Your puny little video-life is about to become Sküljagger-chow. The reason? You—and ace rebel Storm Jaxon™—are spearheading a massive revolution against Captain Sküljagger's fearsome forces. And if you think Sküljagger's going to take this revolution lying down, then maybe you've forgotten how hacked-off a maniacal Kiltish™ despot can get!



Sküljagger is the first game ever to combine an awesome action game with a clue-filled, fully-illustrated story. You'll battle in spectacular comic book color and phantasmagoric detail! Sküljagger's Kiltish troops will leap off the screen and into the deepest, darkest recesses of your mind!

Your one hope for survival—the secret game play clues hidden throughout the pages of your amazing clue and story book.

It's going to be a war to end all wars. But it can't start without you.

SUPER NINTENDO

ASC

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SHORT SHOTS

Nintendo

Tecmo NBA Basketball (Tecmo)

Take to the courts with your "dream team." Choose from all 27 actual NBA teams with their actual rosters. Control players, teams, and plays in pre-season games, full or abbreviated regular seasons, the play-offs, the NBA finals, and eventually the All-Star game. This officially licensed NBA game should be the tip-off for great 5-on-5 hoops.

Available now

SNES

Blaze On (Atlus)

Join the freedom fighters on the Garland as they attempt to overthrow the dictatorship of the Imperial Earth Army. IEA's Bio-Cyborg Forces are oppressing the people of Earth. Fortunately, human liberty seekers have developed high-tech weaponry that enables them to stun these mech monsters. Take the controls and Blaze On.

Available November

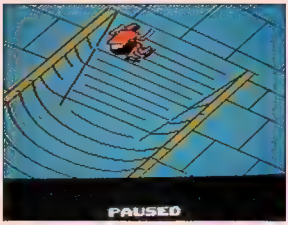
Brainlord (HAL Tech)

A martial society of ultra hi-tech robots has taken over a planet and imposed their will on an enslaved class of mechanized creatures. Their fate is to serve their masters. As the only human, you must suit up in a giant robotic suit of armor equipped with weapons from out of this world. Imperium needs a new emperor – and you've just been nominated for the job.

Available Winter '92

Nintendo

Rollerblade Racer (HI Tech Expressions)



Throw away your skate key and strap on a pair of Rollerblades. As the only game officially licensed by Rollerblade, Rollerblade Racer will roll you through elite in-line skating. Glide through obstacles, such as barrels, half-pipes, and cones. Don't worry if your ankles are wobbly, this game adjusts to any skill level. Once you've practiced, try going skate-to-skate against a roller-derbying friend. Don't spin your wheels – get rolling with this NES racer.

Available November

Test Drive II (Accolade)

You've seen it on your PC. Now, zoom across the SNES finish line in a race against the clock, up to three opponents, or a replica of your own race car. Feel the wind swoosh by your face as you enjoy a behind-the-windshield perspective. On your way, take in scenic views of catcus-filled deserts, smoggy cities, and the East and the West coasts. Watch out for cops. They'll nail you for speeding if they get the chance.

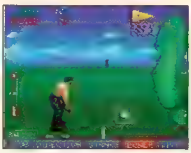
Available now

Robo Aleste (Atlus)

In this adaptation of a Japanese animated series, you choose to become one of three people who have been surgically rescued and kept alive as cyborgs à la RoboCop. As a reincarnated cyborg, you do battle in a futuristic Los Angeles against the crime organization CRASS. Your characters don a metal suit of armor to defeat CRASS in the name of law and order.

Available December

The Irem Skins Game (Irem)



Better hit the practice tee. You'll need to fine-tune that swing for this course, and you won't have to lose all your quarters. This one's taken from an arcade hit, so you'll need to

Continued on page 170.

CAVE-MANIC!

Out of the arcades and into your Super Nintendo®, Nintendo® and Game Boy®!

JOE & MAC™

GAME BOY

SUPER NINTENDO ENTERTAINMENT SYSTEM

Nintendo ENTERTAINMENT SYSTEM

Those nasty Neanderthal nerds have kidnapped the cave babes and it's up to Joe & Mac to get 'em back! Risk raging rapids, runaway boulders, tyrannosaurs and pterodactyls on your mega-mission to bash the bad guys and race to the rescue!

There's no time to lose—so grab a game and kick some dino-butt!

DATA EAST

DATA EAST USA, INC.
1850 Little Orchard Street, San Jose, CA 95125

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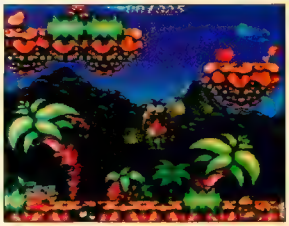
SNES

Chuck Rock (Sony Imagesoft)



Always dreamed of being an upwardly mobile hunter and gatherer? Well, beat your way to this cave-dweller's terrain. Chuck's come home to find the fire out and his wife, Ophelia, gone. She's been kidnapped by Chuck's nefarious rival, Gary Gritter. Chuck must fight through five challenging stages in search of his betrothed. Club in hand, Chuck's ready to drag somebody by the hair. Fight fire with fire and conquer this quest.

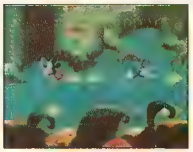
Available December

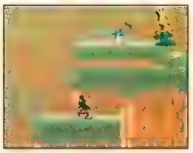
keep your strokes low to keep it under par. Try to beat your best round or challenge a friend. It's a real "parring match."

Available now

Genesis

Mickey Mouse and Donald Duck in World of Illusion (Sega)

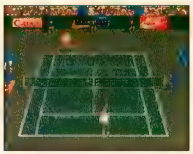




Mickey and Donald have to stop their squabbling. They don't have time for it. Instead, they have to work together in a unique two-player cooperative style of game play. Jump into the bodies of Disney's famous twosome as they pull a few rabbits out of their hats to beat the evil wizard and learn his tricks. Try not to fall asleep during this game, or you may wake up to find it was all a dream.

Available December

Andre Agassi Tennis (TecMagik)



Put your best forehand forward and prepare to be a smash on-court with Andre Agassi. You can either try to beat this Wimbledon '92 champ or jump into his Nikes and compete against seven unique opponents in singles or doubles play. Don't worry if you've trained on grass courts, you can opt to play on grass, clay, hard court, or even an American indoor court. Go ahead and Ace this cart.

Available December

Batman Returns (Sega)

Spread your Batwings and flip into trouble. It will, however, take more than fancy acrobatics to beat the almost indestructible duo of Catwoman and Penguin. Scenes of Gotham City from this summer's hit movie will help you relive the flick (and the crimes) in this seven-level Bat adventure. Be prepared to gasp as flying propeller blades, knives, and gaseous ice test Batman's moves and maneuvers.

Available now

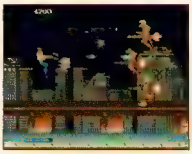
Aquatic Games (Electronic Arts)

Like a fish out of water, James Pond is taking time off from his usual villain bashing to compete in some fishy sporting events. Up to four of your synchronized friends can compete in eight different events, such as unicycling sharks and hurdling frogs. Be a big fish in a small pond and make it across the finish line first. You'll be hooked in no time.

Available now

TurboDuo

Forgotten Worlds (ITT)



The good people of the Dust World can't remember when the evil god Bios didn't reign. Their city's been reduced to rubble. As a Super Warrior sprung from this dust bowl, don't be a speck! Stand up and fight, 'cuz this Dust won't be swept under the rug without your help in this one-player, side-scrolling CD shooter.

Available November

Dead Moon (Natsume)

Be careful what you wish for on a shooting star. As it plummeted towards Earth, a comet was redirected to the Moon by the UN countries' space powers. The result: a moon infested with alien military spacecrafts ready to take

Continued on page 172.

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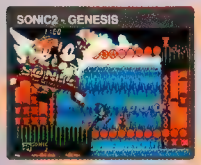

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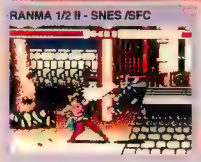

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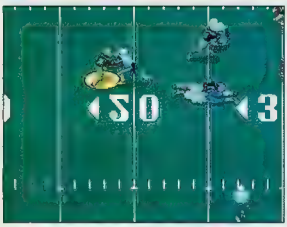
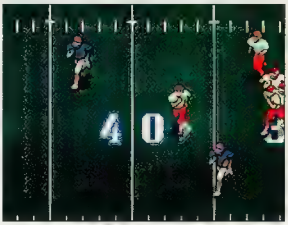
Genesis

NFL Sports Talk Football '93 Starring Joe Montana (Sega)



Don't worry about Joe! His arm is fine in this 12-meg sports cart. But all 28 NFL teams are going for the quarterback sack in real NFL league play, real NFL playoffs, and real Super Bowl action. Helmet heads should prepare for offensive formations and styles based on individual NFL teams. Digitized players will stun you with their NFL moves, such as 360-degree spins, straight arms, dives, blocks, and more.

Don't get your pads all bunched up over that perspective issue. Sega's decided to put the "which view is best" matter to rest by offering you multiple choices. You can now tackle a friend from several different perspectives, including a



vertical view from the end-zone, horizontal sideline action, and even an overhead view from the blimp. So, butt heads with Joe. You can bet Jennifer does.

Available now

over the Earth. In this shooter, you've got to destroy alien spacecrafts before they reach Mother Earth. We have enough environmental problems here already.

Available Now

Chase HQ (Taito)

Need a power trip? Well, don a badge and tell people to "pull over." In this classic high speed adventure, you play a cop for the NYPD (that's New York City Police Department). Before you can arrest them, you have to ram offenders until their car can no longer move. Pull out the handcuffs for this one.

Available November

Game Boy

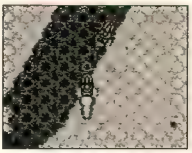
Best of the Best (Electro Brain)

You'll get a kick out of this cart, and hopefully so will your opponents. This Andre Panza Kick Boxing translation puts

powerful foot power in your hands. Go against a tough computer player or challenge a friend. Either way, you'll come out fighting.

Available December

Wave Race (Nintendo)

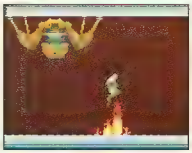


The Tropics aren't just reserved for honeymooners. They also host the Personal Water Craft (PWC) "National Series" competition. Riders from all over the U.S. gather to compete in this Bahamas Mama. You're invited to join in. Up to four players can grab their jetskis and splash through eight different tracks. Don't wash over this course.

Available now

Game Gear

Shinobi II: The Silent Fury (Sega)



You won't need a wand to activate Shinobi's Ninja Magic. It's back and stronger than ever. His enemies are shaking over his new natural disaster moves, like the Tornado and the Earthquake. Feel the power of that ol' black ninja magic.

Available December

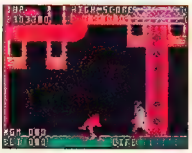
Lynx

Dirty Larry, Renegade Cop (Atari)

What a dump! As detective Larry (a.k.a. Dirty Larry), you must rid the streets of scum. There's no recycling here! Button up your trench coat and take on pyromaniacs, bikers, and mad scientists. Go ahead, get dirty.

Available Winter '92

Rolling Thunder (Atari)



As a top secret agent, your mission never ends. Ten more action-packed levels await you as you search for your kidnapped girlfriend. Will she ever learn? Guess who's got her? You got it! You must overtake your arch-nemesis, Gimdo, and get her back before it's too late.

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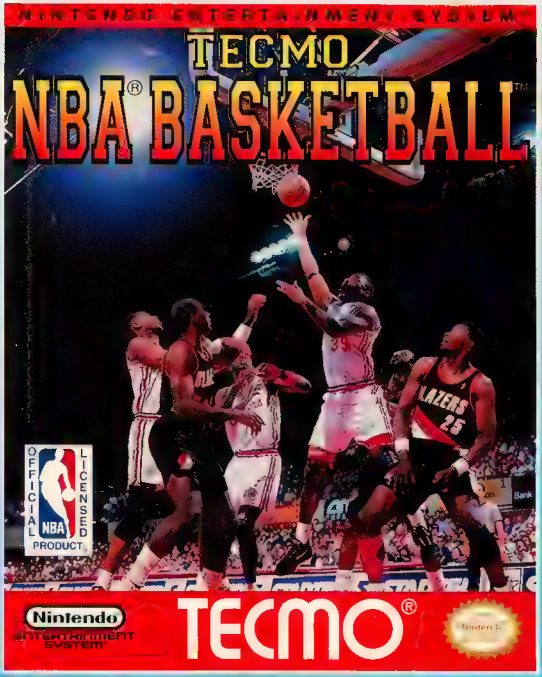

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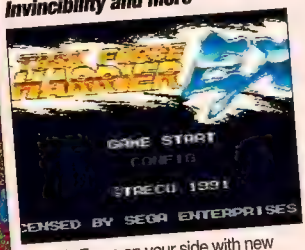
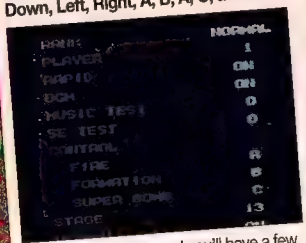
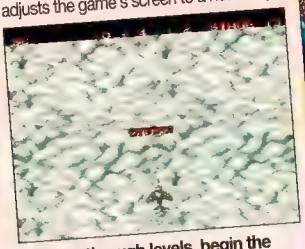


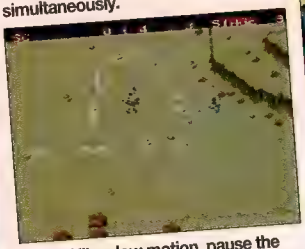
Get this Force on your side with new options in the Configuration Mode. **Hold down Button A as you turn on the Genesis system, then release the button at the title screen. Next, push Up, Down, Left, Right, A, B, A, C, and B.**



Finally, enter Config and you'll have a few new features at your fingertips. Muteki is your ticket to invulnerability, and Window adjusts the game's screen to a new shape.



To warp through levels, begin the game, and press Button A and Start simultaneously.



If you'd like slow motion, pause the game, then tap Button B rapidly. You'll activate slow mo'.

Travis Williams, Ft. Bragg, CA

Top Gear (Super NES)

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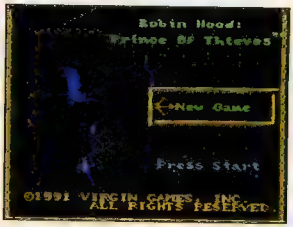
Robin Hood: Prince of Thieves (Nintendo)

Stage Select



Choose any level in Robin Hood with this pad trick. **When the title screen appears, press Button A eight times, then tap Button B eight times.** Next, input one of the following passwords to warp to any area in the game. You can even scope out Robin's marriage to Maid Marion!

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CHASE
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Tom Lotze, Pittsburgh, PA

Continued on page 178

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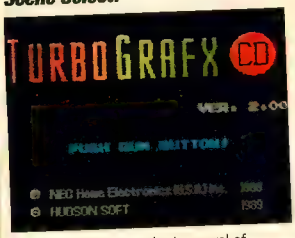
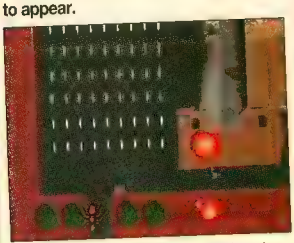
TIPS·TACTICS HOT PASSWORDS

It Came from the Desert (TurboGrafx-CD)

Scene Select!

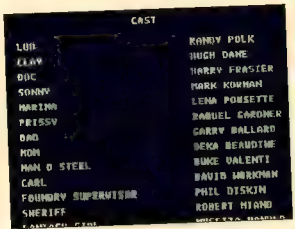


You can sneak a peek at several of Desert's arcade sequences with these easy pad tricks. **For each, wait for the TurboGrafx-CD System Card screen to appear.**

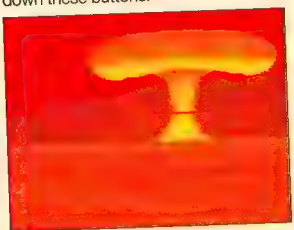


To test your luck in a Main Overhead Battle Game, **hold down Button I and press Run.** Continue to hold down these buttons.

If you'd like to test your tunnel-surviving skills in a Tunnel Combat, **hold down Button II and press Run.** Continue to hold down these buttons.



To see the credits, **hold down Down and press Run.** Continue to hold down these buttons.



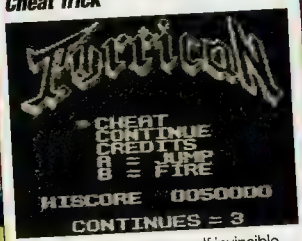
If you'd like to see the game's nuclear-charged "bad" ending, **hold down Up and press Run.** Continue to hold these buttons until you see the ending.

Finally, to play Buzz Morgan, ultimate bug exterminator, **hold down Left and press Run.** You'll face off against the boss beastie herself, the Ant Queen. Good luck!

Christopher Bucci, Erie, PA

Turrican (Game Boy)

Cheat Trick

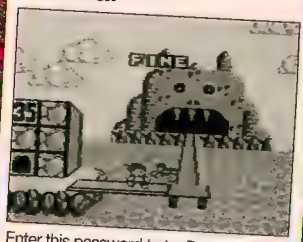


If you want to make yourself invincible, Turrican can. **At the title screen, press A, B, B, A, B, A, A, B, A, A, B, A, A.** The word "cheat" will appear on-screen. Highlight this option and press Start to begin your mission with invincibility.

William Smith, Bethesda, MD

Daedalian Opus (Game Boy)

Final Level!



Enter this password to try Daedalian Opus' final stage:

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Diego Villa Restrepo, Bogota, Colombia

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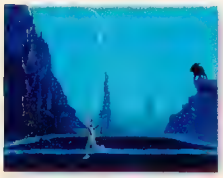

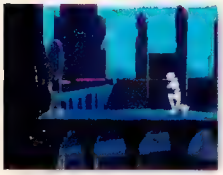

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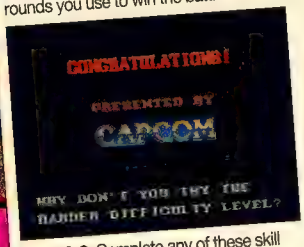
S.W.A.T PRO

TIPS·TACTICS PASSWORDS

Street Fighter II (Super NES)

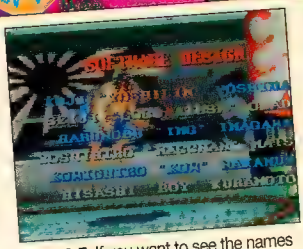
Special Endings Revealed!

The greatest challenge the World Warriors have ever faced is M. Bison, the evil crime boss who controls the illicit smuggling operation in Thailand. The length of the victory ceremony you witness after you take Bison's Street Fighter belt is determined by the game's difficulty setting, and the number of continues and rounds you use to win the battle.



Level 0-2: Complete any of these skill settings and you'll be asked to try a harder level to see a true game ending.

Level 3-5: Beat these settings and you'll scope out a personalized ending created for the character of your choice! (See the Street Fighter II inserts in GamePro, September '92 – December '92, for more end pix.)



Level 6-7: If you want to see the names behind the game, this is it! A full list of Street Fighter II credits will scroll across the screen while your fave World Warriors mix it up in demo mode.

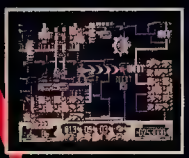
Level 7: Beat the game in one-player mode without swapping characters during the tournament and you'll see a special congratulatory screen that depicts the eight World Warriors together.

Level 7: Win this beat-em-up battle without swapping characters or using any continues during the tourney, and you'll get a new version of the congratulatory screen that'll depict all 12 characters, including the bosses.

Level 7: Complete the cart without swapping characters or losing a single round, and the congratulatory screen will appear. You can now hear Chun Li say "Ya tai" by pressing the Start button!

UNIVERSAL SOLDIER

JEAN-CLAUDE VAN DAMME DOLPH LUNDGREN



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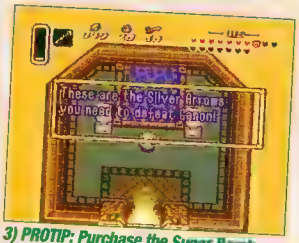
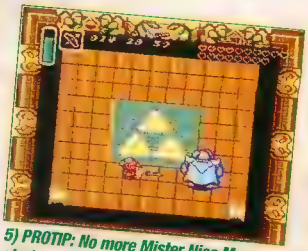
The Legend of Zelda
A Link to the Past



3) PROTIP: Purchase the Super Bomb from Dark World's Bomb Shop and use it to blast a hole in the pyramid. Now, toss your Wooden Arrows into the pond to earn the Silver Arrows. Do the same with your sword to upgrade to the Golden Sword.

4) PROTIP: Now you're ready for Ganon! Avoid his tridents, then strike quickly with your blade. Watch out! He warps around the screen.



5) PROTIP: No more Mister Nice Monster! Ganon disappears into the mists and blindsides you. Light the torches with your Fire Rod to make him visible, then shoot Ganon with Silver Arrows. Several volleys will do him in!

1) PROTIP: Wicked priest Agahnim resides atop Ganon's tower. This time around, he's triple trouble. Deflect the fireballs with your sword and aim for the light-colored wizard.

2) After suffering a second defeat, Agahnim reveals his true inner being – the dreaded Ganondorf Dragmire.

6) Link holds the Triforce aloft and restores the Golden Land to its former glory. At last, Ganon is banished from the face of Hyrule, and our hero and heroine ride off into the SNES sunset.

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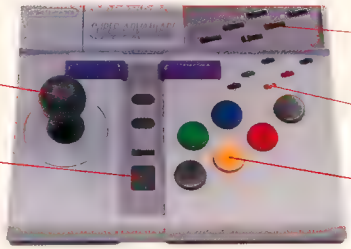

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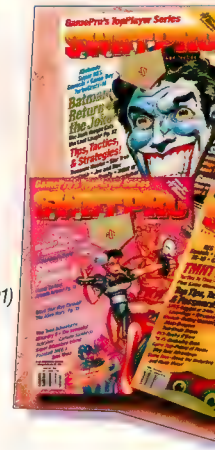

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STANLEY

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GAME BUSTERS

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Three generations after a mysterious woman washes up on a beach and Rhys steps boldly into the world of Landen, you'll reach the conclusion of Sega's greatest epic role-playing adventure for the Genesis, Phantasy Star III. Depending on your marriage selections throughout the game, you'll step into the wandering boots of Adan, Aron, Crys, or Sean. At the game's end, you'll run into the evil visage who haunts you throughout the Phantasy Star series – Dark Force!

Phantasy Star III's Family Tree

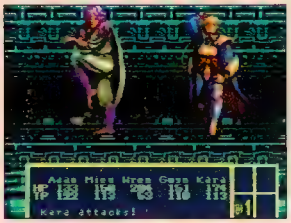
For the longest path to victory, marry Maia and Thea - you'll play Sean. To win the game quickly, marry Lena and Alair - you'll become Aron.

Defeat Dark Force

No matter which character you use, the ending dungeons and final battles will remain the same. Be sure to stock up on plenty of Trimate to heal the many injuries you'll sustain in the final excursion. Remember, you need a full stock of Nei weapons to access the last maze.

1) PROTIP: Rulakir guards the entrance to the Lashute Dungeon, the last labyrinth in the game. Use physical attacks, especially Slicers, to take out the front row of Murafire monsters. Then strike Rulakir and heal your team as he attacks.

3) Don't underestimate the power of the dark side...or the Dark Force! Touch the ending chest in Lashute and Dark Force pops out. Here's the evil entity responsible for wiping out 398 of the 400 ships that fled your devastated home planet. Can we say "revenge," boys and girls?



2) PROTIP: Make sure your lead character's at least at Level 15 before confronting Dark Force. If he's not, roam Lashute dungeon and fight Punishers, Zafirahs, and other easy targets to boost your experience points.

4) PROTIP: The order of your attacks is the key to defeating Dark Force. First, concentrate your firepower on D-Force's right claw (left side of the screen). Immobilize this hand and he won't be able to heal himself.

Continued on page 190.

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5. Name **Dig Dug's** enemies. _____
6. Name two weapons used in New **Dig Dug**. _____

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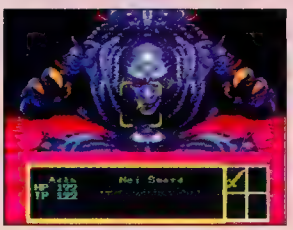
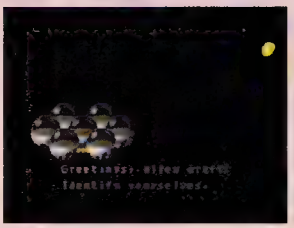
5) PROTIP: Now, similarly strike his left claw (right on the screen). Confine your attacks to physical blows, and don't use techniques. If D.F. counter-strikes, cast your Gires healing spell to revitalize the entire party.



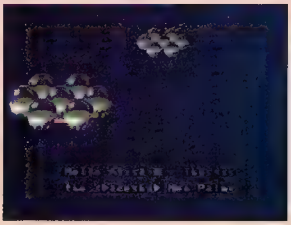
6) PROTIP: Finally, wail away on Dark Force's misshapen head. He's a 12,000 hit point pain-in-the-rear. However, with both hands severed and useless, he's done for.

Adan's Ending

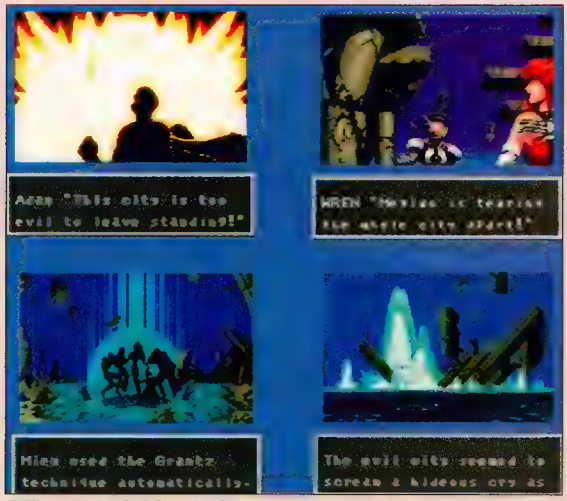


After defeating Dark Force, the city of Aerone thanks Adan's party. They then resume their original voyage to the third planet that is orbiting the brightest star in the solar system. Welcome to Earth!

Sean's Ending

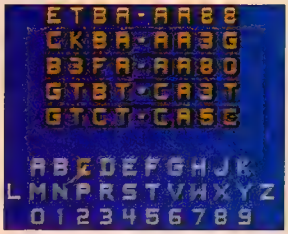


After narrowly escaping Dark Force's clutches, Sean and friends reunite with the only other long-lost ship to escape Dark Force's wrath, the Alisa III. The two ships fly off together to prepare for D-Force's next appearance. See you in 1,000 years.


Adan "This city is too evil to leave standing!!"
WREN "Mother is tearing the whole city apart!"
Mieu used the Grantz technique automatically.
The evil city seemed to scream a hideous cry as

7) After you defeat Dark Force, he disappears into the mists, but promises to return again to finish the battle in 1,000 years. Your lead character is so angered that he casts the Megido technique, which touches off an earthquake and causes Lashute Castle to crash into a pile of rubble. Before our heroes are buried alive, Mieu transports them to safety with the Grantz technique. From here, the final ending sequence is determined by the character you've selected!

Attention Game Genie Owners



PROTIP: Enter the Game Genie codes listed on this screen to begin play with the ability to dispatch foes with only one hit! Also, you won't take damage from physical or technique assaults.

Aron's Ending

Aron's crew is sucked into a black hole. After regaining consciousness, they find themselves stranded on a strange new world – Earth of the Sol System.

Crys' Ending

Similar to Adan, Crys' party swerves dangerously close to a bright star, but avoids collision and finds haven on Earth.

Special thanks to Clint Dyer of Sega of America, a contributor to Sega's Phantasy Star III Hint Book.

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Nintendo Announces SFX Chip, 32-Bit CD-ROM System

In a dual announcement which promises to change the video game scene dramatically in the coming months, Hiroshi Yamauchi, the president of **Nintendo Co., Ltd.**, revealed details on two new Super NES technologies at the Shos-hinkai Software Show in Tokyo, Japan.

First, to stengthen its 16-bit cartridge-based games, Nintendo has developed a new 3-D graphic effects chip called the **Super FX** custom chip. Based on RISC technology (the same technology used in high-end workstation computers), the chip will be built inside upcoming SNES games. The SFX chip reportedly offers texture mapping, better shading, and true 3-D visuals previously unable to be produced on the SNES. Nintendo's first SFX cart will ship in February, and third-party licensees will be granted SFX development access early next year.

Given the added graphics power of this chip, Nintendo now feels its 16-bit CD-ROM accessory (formerly slated for an early '93 release at a $200 price range) will be underpowered for CD users. Nintendo now plans to retool the SNES add-on Compact Disc system with a full-fledged 32-bit processor. Slated for launch as soon as August '93, the system's specifications, software, price, and release date details should be firmed up at the Summer Consumer Electronics Show next year. (For more info, see the SNES CD-ROM Special Feature, page 118).

Atari's Jaguar Growls Again

Atari's long-promised dream machine, the **Jaguar**, looks ready to finally come out of hibernation (see GamePro, the Cutting Edge, January '92). Slated for release in limited quantities in April '93 and a nationwide release next summer, Atari boasts the machine to be a powerhouse with more muscle then even the Neo•Geo, but it'll retail at today's 16-bit system prices. Look for 10-15 games in time for its national launch. In other Atari news, the company has relocated its sales and marketing staff from Chicago to Sunnyvale, CA.

Accolade Resumes Genesis Development

After **Sega** won an indefinite injunction short-circuiting **Accolade's** software development last April in a lawsuit alleging copyright infringement, the Ninth Circuit Court of Appeals in San Francisco, CA dissolved the injunction August 31. Accolade can now resume the development and manufacturing of Genesis-compatible

Advertisement

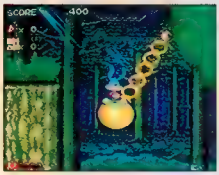
cartridges, pending the final outcome of the lawsuit.

As a result of the decision, Accolade can rerelease completed carts originally scheduled for spring of '92, including **Double Dragon, The Duel: Test Drive II**, and **Super Off Road**. Back on the Genesis development track are **Universal Soldier** for a December release, and **Bubsy in Claws Encounters of the Furred Kind** to premiere in March '93. **Summer Challenge, Jack Nicklaus Golf**, and **Hardball III** are also tentatively planned for spring '93 introductions.

Konami Says Yes to Sega

After just saying no to everyone but Nintendo for years, the number one publisher of NES and Game Boy software, **Konami**, has formally inked its name on the ever-growing list of officially licensed **Sega of America** software publishers. Its initial target system is the Genesis, and the game names are familiar to Konami die-hards. **Teenage Mutant Ninja Turtles: The Hyperstone Heist** will cowabunga its way into stores in December (see the preview, page 60). Based on the arcade gunslinger, **Sunset Riders** will also ride again on the Genesis in December. **Tiny Toon Adventures** has a loony, toony adventure through Wacky Land in store for gamers next spring. Sources indicate versions of **Castlevania** and the original **Aliens** coin-op could be next on Konami's hit list.

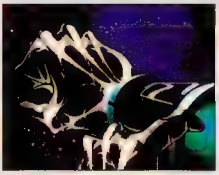
Konami sends Sunset Riders to the wild, wild Genesis.



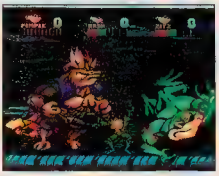
The Tiny Toons trip out on the Genesis, too.

Battletoads Arcade-Bound

Flash, 'toad fanatics: **Battletoads** the arcade game's moving along as fast and furious as ever. So, we nabbed a few sneak peek screens to whet your appetites for flies...er, make that tokens. When **Tradewest's** coin op debuts in spring '93, three players simultaneously will step into the battle boots of Rash, Zitz, and Pimple in an all-new adventure.



Scope out Zitz's wristwatch computer.



Demolished by General Slaughter.

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Continued from page 193.

Digested by the Belly-Beast.

Coast-to-Coast Wipes Out

Distributor of the **Action Replay** cartridge and the **Action Replay: Pro Version** for the Genesis, **Coast-to-Coast Technologies** of Altamonte Springs, FL, recently shut down operations and didn't even leave a forwarding address. U.K.-based **Datel Electronics**, creator of the Action Replay, will license **Innovation** of Old Saybrook, CT, distribution rights to the full line of **Pro Action Replays** for the **Genesis**, **Super NES**, and **Game Boy**. The units act as cheat devices and enable the user to plug in codes listed in the manual to gain unlimited lives, stage selects, super firepower, and even the ability to create your own codes! For more info, call (800)-Innovation, and look for a full report in an upcoming issue.

Super CD Update

In early 1993, **TTI** will release the Super CD System Upgrade Card, which will allow TurboGrafx-CD owners to play Super CDs on their systems. The Upgrade Card will be sold seperately for $65 or bundled with a three-in-one disc and a $50 coupon book for $95.

I'm Gaming on a Jet Plane

Guess it was only a matter of time! Soon international passengers of United Airlines (and undoubtedly other carriers too) will be able to play video games or watch a movie via a handy armrest video screen. GEC-Marconi Inflight Systems scored the installation contract for the new units. The 6-inch diagonal screens are being installed in the armrests of all of United's Boeing 747's and its new Boeing 777's. Start date for the new service is early 1993.

On Location with Accolade Update:

Bubsy's Sales Pitch

Surprise, now that Sega's software injunction's been lifted, Bubsy, Accolade's wise-cracking bobcat, is back for the Genesis as originally intended. This month, **Accolade** let us in on its mastermind plan to sell our furry friend's SNES and Genesis games to you, the player.

Bubsy's on his way to SNES and Genesis screens!

The Promotion is Right?

Whether you're selling automobiles, soft drinks, or underwear, marketing is the process used to push a product into buyers' homes. The hotter the property, the more advertising, promotional activity, and marketing support the manufacturer kicks in to induce sales.

Accolade believes Bubsy is a real, living, breathing bobcat personality. In addition to the game, Charlotte Taylor Skeel, Director of Licensing, hopes to license other companies to produce merchandise based on Bubsy, including comics, lunch boxes, apparel, gum, and a TV cartoon show! To make Bubsy more recognizable, Accolade created a Bubsy costume and hopes to send the cat to events around the country.

For the cart, advertising and promotions are being planned. After a competitive analysis pitting Bubsy against other games, Mike Meyers, Product Marketing Manager, and Laurie Souza, Creative Services Manager, are ready to direct the focus of their ad campaign, which could include magazines, radio, TV, and in-store video displays.

Promoting the game to consumers, retailers, and the press is also key. At the January Consumer Electronics Show (CES) in Las Vegas, Accolade will let the cat out of the bag – literally! He'll jump right out of a burlap bag and greet showgoers. Linda Blanchard, Public Relations Manager, plans to distribute lapel buttons and plush dolls to the media. Contests are also big player draws. Accolade plans multiple magazine giveaways with Bubsy carts, dolls, and T-shirts as prizes.

The Year of the Bobcat

Accolade says 1993 will be the year of the bobcat, with the SNES and Genesis versions both due in March. Look for more from Bubsyland next month!

BLOCKBUSTER VIDEO

Top 10 Video Game Rentals

Nintendo NES

1. WWF Steel Cage Challenge
2. Contra Force
3. George Foreman's KO Boxing
4. Robocop 3
5. Darkwing Duck
6. Spider-Man: Return of the Sinister 6
7. Teenage Mutant Ninja Turtles III: Manhattan Project
8. Gold Medal Challenge
9. Krusty's Fun House
10. Power Punch II

Super Nintendo

1. Street Fighter II
2. Super Play Action Football
3. NCAA Basketball
4. F1 ROC
5. Teenage Mutant Ninja Turtles IV: Turtles in Time
6. The Simpsons: Bart's Nightmare
7. Super Mario Kart
8. Race Drivin'
9. George Foreman's KO Boxing
10. Wheel of Fortune

Sega Genesis

1. Team USA Basketball
2. R&I Baseball 4
3. Double Dragon
4. Evander Holyfield Real Deal Basketball
5. NHLPA '93 Hockey
6. Death Duel
7. Terminator
8. Alien 3
9. Ayrton Senna's Super Monaco GP 2
10. Wheel of Fortune

This information was provided exclusively to GamePro Magazine courtesy of Blockbuster Video.

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ADVENTURE ISLAND
BATTLETANK
CASTLEVANIA 4
CHESSMASTER
COMBAT BASKETBALL
CONTRA III
D-FORCE
DARIUS TWIN
DRAKKHEN
EARTH DEF FORCE
EXTRA INNINGS
F-ZERO
FINAL FANTASY II
FINAL FIGHT
GRADIUS III
GUNFORCE
HOLE IN ONE GOLF
HOME ALONE
HYPERZONE
JACK NICKLAUS GOLF
JOE & MAC
JOHN MADDEN FOOTBALL
KABLOOEY
KRUSTYS FUNHOUSE
LAGOON
LEMMINGS
MYSTICAL NINJA
NOLAN RYAN BASEBALL
PAPERBOY 2
PGA TOUR GOLF
PILOT WINGS
PIT FIGHTER
POPULOUS
RAIDEN
RIVAL TURF
ROCKETEER
ROMANCE 3 KING. II
RPM RACING
SIM CITY
SMARTBALL
SMASH TV
SUPER BB SIMULATOR
SUPER BASES LOADED
SUPER GHOULS GHOSTS
SUPER OFF ROAD
SUPER R TYPE
SUPER SOCCER
SUPER SOCCER CHAMP
SUPER TENNIS
SUPER WRESTLEMANIA
THUNDER SPIRITS
TOP GEAR
TRUE GOLF CLASSICS
ULTRAMAN
UN SQUADRON
WANDERERS FROM Y'S
WHEEL OF FORTUNE
WORLD LEAGUE SOCCER
XARDION
ZELDA III

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STREET FIGHTER 2

SEGA GENESIS
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ALEX KIDD ENCH.
ATOMIC ROBO KID
BUDOKAN
BURNING FORCE
COLUMNS
CYBERBALL
FATAL LABYRINTH
FLICKY
FORGOTTEN WORLDS
HERZOG ZWEI
JAMES POND
KLAX
LAST BATTLE
MYSTIC DEFENDER
ONSLAUGHT
PAT RILEY BASKETBALL
PHELIOS
RAMBO III
SHADOW BLASTER
SHOVE IT
SOCCER
SONIC THE HEDGEHOG
SPACE HARRIER II
SUPER HANG ON
SUPER HYDLIDE
SUPER THUNDERBLADE
TARGET EARTH
THUNDER FORCE II
TRAMPOLINE TERROR
TRUXTON
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DICK TRACY
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DYNAMITE DUKE
E SWAT
FAERY TALE ADV.
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FIRE SHARK
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GHOSTBUSTERS
GHOULS AND GHOSTS
GRANADA
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INSECTOR X
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REV. OF SHINOBI
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SUPER VOLLEYBALL
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SEGA GENESIS
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AIR BUSTERS
ALIEN STORM
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BEANBALL BENNY
BLOCKOUT
BONANZA BROTHERS
BREACH
CALIBER 50
CALIFORNIA GAMES
CRACKDOWN
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DARK CASTLE
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DE CAP ATTACK
DEVILISH
DINOLAND
DOUBLE DRAGON
THE DUEL
EL VIENTO
FATAL REWIND
FERRARI GRAND PRIX
FIGHTING MASTERS
F-22
GAIARES
GALAXY FORCE II
GOLDEN AXE
GOLDEN AXE II
GROWL
HARDBALL
HARD DRIVIN
THE IMMORTAL
JAMES POND II
JEWELMASTER
JOE MONTANA FOOTBALL
JOHN MADDEN FOOTBALL
JORDAN VS BIRD
KA GE KI
KINGS BOUNTY
KRUSTYS FUN HOUSE
LAKERS VS CELTICS
MARBLE MADNESS
MARIO LEMIEUX HOCKEY
MAVERICK
MICKEY MOUSE
MIDNIGHT RESISTANCE
MIKE DITKA FOOTBALL
MUSHA
PHANTASY STAR II
POWERBALL
QUAD CHALLENGE
RAIDEN TRAD
RASTAN II
ROADBLASTERS
ROAD RASH
SAGAIA
SAINT SWORD
SHADOW DANCER
SHADOW OF THE BEAST
SLAUGHTER SPORT
SPACE INVADERS 91
SPIDERMAN
STEEL EMPIRE
STORMLORD
STRIDER
SWORD OF SODAN
SWORD OF VERMILLION
THUNDERFORCE III

SEGA GENESIS
THUNDER FOX
TOKI
TOMMY LASORDA BB
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VALIS III
WARDNER
WARSONG
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ARCUS ODYSSEY
BACK TO FUTURE III
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BEAST WRESTLERS
BUCK ROGERS
BULLS VS. LAKERS
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CARMEN SANDIEGO
CHUCK ROCK
CORPORATION
DAVID ROBINSON
DESERT STRIKE
EARNEST EVANS
EXILE
FANTASIA
GUARDIAN ANGELS
JESSE THE BODY WREST
JOE MONTANA 2
JOHN MADDEN 92
KID CHAMELEON
KING SALMON
MARVELLAND
MERCS
MIGHT AND MAGIC
MS. PACMAN
MYSTICAL FIGHTER
NHL HOCKEY
OLYMPIC GOLD
OUTRUN
PACMANIA
PAPERBOY
PGA TOUR GOLF
PHANTASY STAR III
PIT FIGHTER
QUACKSHOT
RAMPART
RBI 3
RINGS OF POWER
ROLLING THUNDER 2
SHINING IN DARKNESS
SIMPSONS
SLIME WORLD
SOL-DEACE
SPEEDBALL 2
SPORTSTALK BASEBALL
STAR CONTROL
STARFLIGHT
STAR ODYSSEY
STREETS OF RAGE
STREET SMART
SWAMP THING
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BUMP N JUMP
CASTLEQUEST
CONTRA
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DEFENDER II
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DONKEY KONG JR.
DONKEY KONG 3
DOUBLE DRAGON
ELEVATOR ACTION
GHOSTBUSTERS
GODZILLA
GYRUSS
JOUST
KID NIKI
MILONS SEC CASTLE
MONSTER PARTY
PEBBLE BEACH
POPEYE
PREDATOR
PUNCHOUT
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AFTERBURNER
AIRWOLF
ALL PRO BASKETBALL
BACK TO FUTURE 2&3
BASES LOADED II
BATMAN
BATTLE OF OLYMPUS
BLADES OF STEEL
CABAL
CIRCUS CAPERS
DIG DUG II
DONKEY KONG
DOUBLE DRAGON II
DRAGULAS CURSE
DUNGEON MAGIC
FANTASY ZONE
FAST BREAK
GHOSTBUSTERS 2
HEAVY BARREL
KNIGHT RIDER
MARBLE MADNESS
MEGAMAN 2
MIGHTY BOMB JACK
NARC
NFL
NINJA GAIDEN II
PINBALL
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TEEN NINJA TURTLES
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GUNNAC
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HUDSON HAWK
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MAPPY LAND
MARIO BROS (not SM-1)
MEGAMAN 3
MICKEY MOUSECAPADE
MUPPET ADVENTURE
NIGHTMARE ELM ST
NIGHTSHADE
NINJA CRUSADERS
NOBUNAGAS AMBITION
PACMAN
PAPERBOY
PINBALL QUEST
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PIRATES
QBERT
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ROBIN HOOD
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SHADOW OF NINJA
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STAR TROPICS
SUPER C
SUPER DODGE BALL
SUPER MARIO BROS 3
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COMING ATTRACTIONS

The Sci-Fi Channel

In a Galaxy Not So Far, Far Away...

The USA Network mind-melded with a bunch of pretty clever folks to produce a revolutionary idea. The result? The Sci-Fi Channel was born. Gamers know that science fiction, fantasy, and horror make for some of the greatest gaming around. In fact, some of the coolest games featured in our science fiction feature are spin-offs of great science fiction series or movies.

On September 24th, join the Sci-Fi Channel and millions of American households as they rocket to the near and distant future for 24 hours-a-day. It's continuous programming devoted entirely to science fiction, science fact, fantasy, and horror. Check it out – an entire channel devoted to sending chills down your spine, beaming you up, and vegging you out in the Twilight Zone.

Earthlings and aliens alike are invited to tune in to scope out new and classic series and movies. Even better, the Sci-Fi folks are working at warp speed to bring you original programming, including Inside Space. This fast-paced half-hour "magazine" focuses on the wonder, excitement, mystery, and drama of space travel. Topics include "Are We Alone? – The Search for Extra Terrestrial Life," "Astronaut Profiles," "The Future in Space," "Rock and Roll Space Videos," and more. Sci-Fi has also secured the rights to hundreds of hours of NASA footage, for programs that include NASA Watch and Sci-Fi Insider.

There's more. In addition to classic series, cartoons, and movies, there's GAMEPRO the TV show! Yup, GamePro's going cable. We decided we want to dish out gaming strategies and previews in-between blasts and slurps of your favorite sci-fi flick. Starting this fall, you're gonna get your GPTV along with a lot of other really great stuff, – [every Saturday (8:30 a.m.) and Sunday (7:30 a.m.) morning] same time, same channel (The Sci-Fi Channel). We're also producing a series of prime time USA Network specials that'll give you even more of the latest and greatest gaming news. Pretty nifty arrangement, eh?

So what're you waiting for? If your local cable operators haven't caught on, it's time to give them a call and let them know that you want the Force to be with you – the Sci-Fi Channel Force that is!

Where No Movies Have Gone Before

In addition to airing feature length science fiction movies such as Star Wars, Star Trek: The Movie, and Star Trek II, IV, and V, Sci-Fi plans to make a few flicks of their own. Current plans include productions of 12 original World Premiere Movies in the science fiction, fantasy, and horror genres.

Slated to appear by the end of '92 is Homewrecker, a science fiction thriller starring Robby Benson. In the film, Bensen plays David Whitson, a computer buff who takes his fifth generation Pentagon attack computer with him to his vacation home. Lonely for his estranged wife and daughter, Whitson tinkers with his computer, installs a feminine voice and personality, and names it Lucy. Lucy quickly becomes his nurse and companion. When Whitson's wife and daughter arrive for a visit, the trouble begins. Murdurously jealous, Lucy sets out to eliminate her competition.

Blasts from the Past

Check your phaser at the door, and strap yourself into the nearest couch. The programming list for the Sci-Fi channel keeps growing and includes many of the most popular Sci-Fi hits to date:

Alien Nation
Amazing Stories
Battlestar Galactica
Bionic Woman
Buck Rogers
Dark Shadows
Darkroom
Dr. Who
Fantastic Journey
Flash Gordon
Friday the 13th: The Series
Future Cop
Gemini Man
Hitchcock Presents
The Immortal
The Incredible Hulk
The Invisible Man
Lost in Space
The Magician
Misfits of Science
My Secret Identity
Night Stalker
One Step Beyond
Otherworld
The Powers of Matthew Star
The Prisoner
Probe
Ripley's Believe It or Not
Something Is Out There
Space: 1999
Starman
Sterling's Night Gallery
Suspense Theatre
Tales from the Darkside
Time Tunnel
Voyage to the Bottom of the Sea
Voyagers!
War of the Worlds

With your ZAP PAX video game cards you can....

...Annihilate-the-Aliens, Beat-the-Beasts, Clobber-the-Criminals, Dash-the-Droids, Eliminate-the-Enemy, Flatten-the-Fiends, Gobble-the-Gremlins, Help-the-Hero and still be home for dinner.

Collect ALL your favorite video game characters!

AWESOME PRO TIPS ON EVERY CARD TO HELP YOU WIN!

PREMIERE EDITION

Look for Awesomely Packed Holograms in the Premiere Edition!

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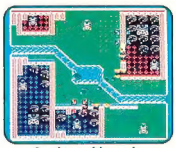

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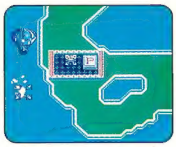

Super Rampart gives you Propaganda Balloons, Super Cannons and 15 huge, scrolling 3-D battlefields.

With two-player Super Rampart, you'll do more than blow your friends to bits. Devastate your opponent's castle with fiery cannonballs from your Super Cannons. Send in ground troops to scale his walls. Then scramble to rearm and rebuild your splintered stronghold with more elaborate stone pieces.

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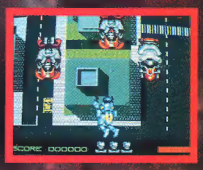

OCP is sending in Rehab Officers to clear the streets of Old Detroit, making way for the construction of Delta City. When ROBOCOP sees helpless families forced out of their homes as the bulldozers move in, he joins the resistance movement to battle the Rehabs!

Armed with a new multi-weapon arm attachment containing a large-bore cannon and a smart bomb, plus a gyropack for airborne assault capability, ROBOCOP faces a batallion of ED-209's, tanks, heavy artillery and a new adversary, OTOMO. The odds seem impossible, but remember—you're ROBOCOP!

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